

Nintendo 64 • PlayStation • Dreamcast • Saturn • 16-Bit • Handhelds • Arcade

# ELECTRONIC GAMING MONTHLY

## TOMB RAIDER

# 3

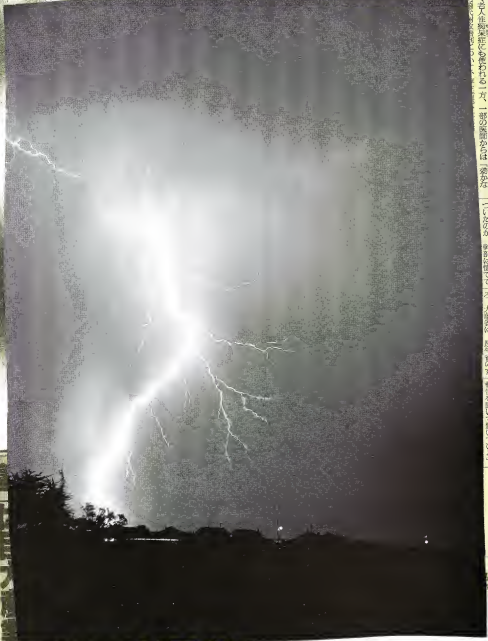
8 Pages of  
All-New Screen  
Shots and Info!

August, 1998  
\$4.99/\$5.50 Canada

**1601**

都内 激湍撃退!

一部の医師からは「委かな



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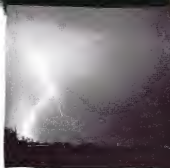
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*Lightning never strikes  
the same place twice.  
Unless, of course,  
you work on your aim.*

*Remember, practice makes perfect. Especially when it comes to assassinating evil-less enemies and fending through 10 levels of maddening traps and pitfalls. Lucky for you, Mythical Arms equipped with an arsenal of weapons, magic and moves capable of riddling the most unmovable of horrors. Because in this ancient Japanese quest, the task set before you is never so trivial.*





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of darkness*


*From the creators of Tomb Raider and Fighting Force.*

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Rule #1  
You never want to be on  
somebody else's poster.

You're in the pros now baby. Kobe Bryant in NBA Courtside. Hyped by M64. So all the players got mad skills. And butter moves. Just like they do in the NBA. It's legit. You can feel it. You. Plus three other ballers. But you better represent. Because the last thing you want. Is somebody like Kobe putting shame in your game.







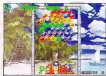
# BUBBLES ON YOUR BRAIN?



Beware. It can happen to you. And your loved ones. No one is safe from the thirst to bust. The lust to bust. A massive appetite to pop bouncing bubbles. A raging desire to survive hanging colored clusters of multicolor-destruction. An endless need to load up the bubble-cannons and annihilate the greedy globules before they annihilate you! Don't even think about the muscle-twitching paranoia of 2-player split-screen action... life is too precious. Because, once Bust-A-Move 2™ gets into your system, you're a bubble slave...forever!



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Brain-busting challenges on every board!



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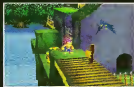
BACON  
FOR BREAK



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FAST ANYMORE.



Evil pigs. Hidden paths. Enchanting worlds. And man-eating plants. Can you believe what Tomba™ has to go through to conquer the evil swine? Fortunately, he's got a bunch of weapons and tons of spunk. Tomba's here. And it's the first wild action game with role-playing adventure mixed in, too. (You'll love Tomba even more than a BLT on rye.)

**TOMBA!**

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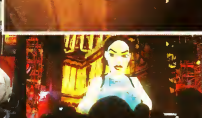
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The sequel to GoldenEye 007 was at E3 but only behind closed doors. Of course, EGM was there. See page 40 for the story.



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+118



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+180  
0726808  
+118

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FEATURED EPK

EXPERIENCE THE  
BEST OF SOUNDTRACK  
WITH SOUNDING ACTION  
AND SOUNDING MUSIC  
4 DIFFERENT WAYS

PLAYER NO. 1



EPK CONTINUED

EXPERIENCE THE  
BEST OF SOUNDTRACK  
WITH SOUNDING ACTION  
AND SOUNDING MUSIC  
4 DIFFERENT WAYS

PLAYER NO. 2



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(SAFETY TIP)

**NEVER TRIP ALONE**  
**ALWAYS USE 2 PLAYER MODE**



**n2o**  
*nibbles  
unite*





## A New Challenge

I have been an avid reader of your magazine since 1995. Through the years, the one constant that has stuck has been the type of letters you print. Now, many of those letters brought up very innovative and valid points...the first time. You might as well print the same letters every issue! There is always one guy who is whining about the changes in the industry and how

great it was in the "good ol' days," there's usually one screwup that gets printed only because of his or her demented sense of humor, and there's always a scattering of letters from lame brains that should go back to reading Dr. Seuss books.

Now of course it is always informative and entertaining to hear the comments of other gamers, and the occasional running gags like "Chew out Phil Mutschnick" or the

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## Letter of the Month

### Goodbye Dear Friend

The Sega Saturn is dead. I finally said it. My system for the last three years is finally dead and buried. After months of game delays, cancellations and unanswered prayers, I know that the system is gone. But what surprises me is that it had so much promise, and surprisingly, so many good games. What did Sega do wrong?

I was in denial for a while, though, even when K-mart and Target were planning an early funeral by taking their Saturn games off of store shelves. Not even Best Buy sells Saturn games anymore.

But even though the system is almost gone, I am benefiting in a way from the loss. Some of the best games are coming out now. I can't wait for *Shining Force III* and *Magic Knight Rayearth*. And also since games are so cheap (\$4.95-\$19.95 in most areas), I can catch up on old classics that I

missed out on, such as *Legend of Oasis* and *Dragon Force*.

I just happen to be one of those guys who stuck with this system to the very end. I went through the temptation of buying a Sony PlayStation once or twice, but I always came through. Sega needs to give guys like me some kind of reward; we stuck with them to the very end. Hopefully Dreamcast will be much better. But who knows, Sega screwed up with the Saturn...who says they won't do the same thing again with Dreamcast? They went from great success with the Genesis to humiliation with the Saturn. This time Sega needs to take their time and definitely plan a little better.

With the Saturn I didn't just lose a system, I lost a dear friend. Goodbye Saturn. I'll miss you.

James Callahan  
Enduro4g@aol.com

"Astrod Shenanigans" are always humorous, but to keep things up to date and interesting, you must stay away from some overexposed issues such as zD vs. 3D, retro gaming and the infamous "Violence in video games." Everyone harbors their own opinion about these things, and no one is going to change anyone else's. No sense beating a dead horse, right?

I think it is in the best interest of the video game journalism industry, that you begin to search for new issues to discuss, and new ways to look at our great industry. Why? I don't really know. I'm just sitting here babbling, so I'll shut up now, but think about this, OK?

Mike Bruno  
Ewing, NJ

Good idea, but don't forget, we don't decide the issues to discuss in EGM Letters (except for the Question of the Month). You do. We can only print what you readers write about.

But Mike is right. We need some fresh topics to talk about. Feel free to write in about something other than the usual sexism/violence/censorship/astroids in video games...please.

## Fisting Lessons

In response to J.L. Zeller's letter in EGM #808 about Chun-Li's way of making a fist (pictured in Capcom's ad in issue #807, pg. 66): It's true that that's not your standard fist, but more than not, that's your "advanced" fist used by most martial artists. You see, if you apply constant pressure from your thumb to your forefinger (at the knuckle), that nearly doubles the impact of



We'll also miss the little system that almost could. No one's more upset about missing out on Saturn software than we are. Unfortunately, we'll never get to see an American *Dragon Force II*, *Marvel vs. Capcom* or *Grandia*. Who knows what could've happened if Sega did things a little differently? In an alternate reality, we could be playing *Panzer Dragoon III* or *Guardian Heroes 2* or *NIGHTS 2* for the Saturn right now.

On the bright side, we might see some of these titles on a steroid-boostered Dreamcast. From talking to Sega President Bernie Stolar, we could tell that a *Panzer* game is in the

works. We'll keep you updated as to what other Sega franchises are coming out for the z8-2it console.

On bright side no. 2, the releases of *Shining Force III* and *Magic Knight Rayearth* may not be as bittersweet as previously thought—those games may not end up being the last American Saturn games after all. Sega of America hinted they may bring over a few more Japanese Saturn titles to be things were until Dreamcast is released, since the last couple of games (*Panzer Dragoon Saga* and *House of the Dead*) have sold so well. We'll let you know if anything develops.



congratulations...  
I was an Atari  
guy. You see  
I received a  
Microcade (PS), an  
Atari Stick (SA),  
a SharkPad  
(MAG).

...I was an Atari guy. You see I received a Microcade (PS), an Atari Stick (SA), a SharkPad (MAG).



your strike, making your fist tighter and stronger. It helps keep your wrist straight as well. Try it.

So is it correct to assume Capcom knows more about fighting than just making video games about it? Well, at least more than Dan (just joking, I'm sure it's just you're way too busy with sorting these things than researching them).

Brad Robinson  
blbr00316@webtv.net

**Oh yeah? Well how's this for research?** We interviewed a few martial arts experts to see how a proper fist should be made. Is Chun-Li holding her fist incorrectly? It depends on who you ask.

According to Sensei Lee Shappa, head instructor of Lee's Martial Arts Training Club here in Lombard, you can break your thumb if you hold it the way Chun-Li's doing it in Capcom's ad. "Any instructor who teaches his/hers students to hold their thumbs on the side of the fist is misinformed or unaware," says the fifth-degree black belt who's been teaching martial arts



Sensei Lee Shappa teaches Shore all about fists and punching.

for more than 27 years.

But Professor Tom Saviano, President of the American Kempo Karate Association and sixth-degree black belt, would beg to differ. "It's definitely not a traditional fist, but a lot of fighters use it," says Saviano, who's been using the thumb-on-the-side fist style for 26 years. "I've punched through two inches of concrete brick with that fist. Improper? That's bulls\*\*\*."

The general consensus is, the fist should be made with the thumb underneath the fist (overlapping the first two or two and a half fingers). But a few martial arts methods do

cater to alternative fist styles (it also depends on personal preference, as is the case with Saviano).

**Who ever said EGM isn't an educational publication?**

### What Do Richard Nixon And The Virgin Mary Have In Common?

I read that Richard Nixon is the man who has been on the cover of *Time* magazine the most (64 times) and the Virgin Mary is the woman (50 times). I was wondering if you knew which man and woman (or character) have been on the cover of *Electronic Gaming Monthly* the most.

Bret Lederle  
RAYVAL@compuserve.com

Good question. Look for the answer elsewhere in this section (see if you can guess who EGM's number-one cover man and woman are).

### GoldenEye 2?

I write asking a question that all Nintendo 64 owners around the world are dying to know: Will there be a sequel to the very much loved *GoldenEye 007*?

Brad Cage  
blurso8@hotmail.com

Rare is working on a game called *Perfect Dark* at the moment. *Perfect Dark* is a futuristic first-person shooter that uses the *GoldenEye 007* engine, but it has nothing to do with James Bond in any way, shape or form (see our preview in this issue). So technically, it's not a sequel, but rather a follow-up.

In case you're wondering why Rare isn't making another *Bond* game—MGM owns the rights to the James Bond license. That's why MGM Interactive is doing *Tomorrow Never Dies* for the PlayStation. As far as bringing the game to Nintendo—an MGM representative tells us that nothing is in development right now, but they can't rule out the possibility of an N64 *Bond* game.



It's finally here: the follow-up (but not the true sequel) to *GoldenEye 007*. Check out our preview of Rare's *Perfect Dark* this issue.

**Don't hold your breath though—unconfirmed rumors report MGM Interactive's current lineup may be the last games the company is going to produce.**

### Futés Ânes

I've noticed in your letters section, you have become quite the (pardon my French) smart asses. Many I'm sure must take great offense to your responses and some have probably gone as far as cancelling their subscriptions. I would just like to make a few points on the subject.

1.) Just kidding! A little humor and fun never hurt anyone.  
2.) It's your magazine—you write it how you want. If they don't like it, they don't have to read it.

Keep up the good work, and keep making fun of the people who write in. If they don't like what you say about them, they shouldn't write to you in the first place.

Name and address withheld

Damn straight.

### Ego Maniacs

You guys at EGM are pathetic. How egotistical can you guys be? I agree with Storm Front Jimmy's message from the July issue. The guy merely explains that the bogus 007 code you printed angered him,

## Question of the Moment

### What big news do you hope will be announced at E3?

Sony Computer Entertainment America announces that by Christmas of this year, we're going to see a backward-compatible PlayStation 2 with 128-Bit technology and a 12-speed CD-ROM drive.  
Bskblz001@aol.com

All EGM subscribers will get to play *Sushi-X* in a death match of *GoldenEye 007*.  
MajorGeo@aol.com

Nintendo will have playable *Donkey Kong 64* and *Metroid 64*, and both will be out by Xmas.  
BKEL54B@prodigy.com

In *Tomb Raider III*, a rendered Pamela Anderson Lee gets teamed up with Lara Croft, and both have to find... "stuff."  
Mzy8y@aol.com

Intellivision III  
Bakuryu200@aol.com

The 64DD will be in gamers' hands by the end of the year.  
NIN900@aol.com

(Editor: None of this stuff was announced at E3 this year. See this issue's News section for more.)

**Next Month's Question of the Moment:** What game franchises need to die before more sequels come out?

Send your snark, but sweet, responses to: EGM\_Mail@zd.com with the subject heading: DIE

# 9

The number of times Sonic the Hedgehog has appeared on the covers of EGM, the most for any individual character (not counting screenshots on the cover). Other notables include Mario, Ken, Ryu, Kano, Batman and Chun-Li (per number-one coverage), with six cover appearances.



and he expressed his feelings in a polite manner, simply asking for an apology (the fake Bond code pissed me off too by the way). Yet you guys stoop to a lower level.

Instead of admitting that you might have offended people indirectly and apologizing, you react immaturely and impolitely, asking for a fight, and I quote "You don't want to start a war with EGM." WOW. Can your egos get any higher? Not only that, but you seek vengeance against GAGEM, asking other people to resort to your level ("ask all our readers to stuff your e-mail servers full of flames"). Don't get others involved. This is YOUR problem. Deal with it. I think Jimmy and CyberSamurai deserve apologies.

blackbae@SoCA.com

You just don't get it do you? The bogus all-Bonds trick was an April Fools' joke. It was made in fun. We didn't make a mistake, therefore, we're not apologizing. We purposely tried to trick everybody, so we could let them in on it in the next few issues. It is not our problem. It is yours: you people who can't take a joke.

When you were younger, perhaps someone played an April Fools' joke on you. Did you ever get a, "Hey, your shoelaces are untied," and fall for it? Did you get upset and ask for an apology? If so, then who's the pathetic one?

And about resorting to "our level," GAGEM stuffed poor Trickman Terry's inbox with more than 700 e-mails before we put a stop to it (this was before we printed their letters). We don't consider that "polite," as you put it. We're simply getting them back. Immature? Maybe. But who cares? This is a lighthearted industry. We're not angry at GAGEM. We're just having a little fun back. You should try it sometime (having fun, that is). Chill out, sit back and laugh a little.

## Gamers Against Gamers Against EGM

I am writing in response to the letters written by GAGEM. I understand how you guys might be angry or frustrated at the bogus GoldenEye code, but the starting of a rebellion (and the demanding of an apology) is ridiculous. First of all, why would EGM feel obligated to apologize to GAGEM? The April Fools' joke has been a longstanding tradition throughout the history of EGM. The jokes are supposed

to trick you. They are not trying to make you look stupid—that's your job.

Stop trying to make EGM look bad because they were decent and fair enough to publish your letters. They could've just thrown your letters in the trash, but they decided to let your voices be heard. Heed my warning: if you continue to send in letters bashing EGM, I'll be forced to organize the "GAGAGEM" (Gamers Against Gamers Against Electronic Gaming Monthly). I'm sure that there are more of us than there are of you. Resistance would surely be futile.

Johnny Ellsworth  
Fair Oaks, CA

What a bunch of whining fools. The "rebels" of GAGEM are pathetic. All that fuss over one little joke. Someone should send them a hanky for all those tears.

freshyq@juno.com

I, Jedi Icon, am a loyal EGM reader and have read the BS letters from the whiny GAGEM group. Because of this insult to your great mag, I have gathered the greatest hackers, hate-mailers and EGM fans to defend your great EGM dynasty.

Our group is known as GAGAEGM (a bit long I admit, but it works: Gamers Against the Gamers Against Electronic Gaming Monthly). I have 15 loyal EGM readers ready to destroy this petty group of infidels at your command. We have started hate mail, but we are ready to obliterate them if needed.

jediicon@aol.com

Thank you everybody. It's flattering how many independent groups of GAGAEGM formed overnight in response to the measly threat that was GAGEM. We appreciate all your support!

## Miscommunication

I deciphered your little morse code on page 14 in issue 107. "EGM Fuxes"? Why did you put that in there? Who does EGM fux? Answer me!!!  
Justin Allen  
Clarksville, GA

Well, who or what we fux is none of your business...but that's NOT what the morse code says! (Unless we read our morse code chart incorrectly...)

## Letter Art

Where creativity, your favorite video game and a stamp can make you immortal!<sup>®</sup>

### WINNER

Reginald Uy  
Berwyn, IL

Congratulations, your prize is on the way—an ASCII Specialized Control Pad for the PlayStation. It features rapid-fire controls for all buttons and slow motion for those intense moments.



### Close, but no controller



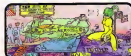
Henry Indyk  
Detroit, MI



Gerard Cruz  
Philippines



Guy All—Clearwater, FL



Ed Adamsen—Bergenfield, NJ

### The ASCII Control Pad



Put your creative skills to the test by decoding out a full envelope (the long business type) with your own unique touch. Send your letter set to:

EGM Letter Art  
1820 Highland Ave., Suite 222  
Lombard, IL 60148

# STIFF WITH A VENGEANCE.



HARD JEANS





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MASS DESTRUCTION, ANYONE?

ACTUALLY, THIS IS DESTRUCTION

FOR THE SHOOTER CONNOISSEUR.

TAKE A FLIGHT THROUGH A SURREAL

METROPOLIS, DEEP CAVERNS AND

THE COLD VACUUM OF OUTER

SPACE. BLOW STUFF UP. BLOW



IT'S YOUR TYPICAL SHOOTER. KIND OF.

## BEINHÄNDER

EVERYTHING UP. AND THEN PILLAGE

THE REMAINS OF YOUR CHARBROILED

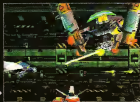
ENEMIES. BECAUSE YOU'RE GONNA

NEED THAT FIREPOWER (AND SOME

CEREBRAL AGILITY) TO KEEP ALL THOSE

MONSTROUS END BOSSES FROM

TURNING YOU INTO SPACE GARBAGE.



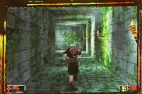
SQUARESOFT



# LET THEM EAT



The Holy Hand Grenade! Frisbe-Chair! Jet Pack! And More!



Blast the D&S! in the Wild West, The Dark Ages, and Imperial Rome!



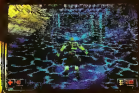
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# Press Start

The hottest gaming news on the planet

## Casting A Dream

*Sega of America President Bernie Stolar Takes on the Role of Evangelist for Electronic Gaming's Future*



**"This is the first time the arcade and the consumer groups are working together on a platform," Stolar said. "You're going to see a Virtua Fighter title using a genre of fighting that you've never seen before."**



Dreamcast, the final worldwide name for Sega's new system, is more than a year away and yet Bernie Stolar, SoA's president and CEO, has already begun spreading the word. What he has to say is compelling, and if everything goes as planned, this new console is going to be Sega's ticket to the top.



Beginning the day of the Japanese unveiling, Stolar said "Dreamcast is Sega's bridge to worldwide market leadership for the 21st century. The Sega you see today is driven by two important goals: delivering the best new gaming experiences this industry has ever seen and winning back the number-one position in the console category. We'll do whatever it takes to get there."



At E3, his words were very much the same, speaking to assure fans who have stayed with Sega through the Genesis days, and have seen the company at their best, to the 32X, which was hardy Sega's crowning achievement. "I don't believe after the Genesis we delivered the kind of quality software that was needed to make those systems happen. What we're doing with Dreamcast, first and foremost, is developing and bringing to market the next level of software." He says that this time, Sega's letting the software speak for itself, with previews given to consumers and a major pre-sell effort prior to the system's release in September 1999.

**Irisajiri's Dreamcast demo (above); Dreamcast's controller (below)**



The launch will be backed by a \$100 million marketing budget, where Sega will also promote third-party titles in addition to their own.

While not specifying a price, he did tell us Dreamcast is "going to have a very aggressive price."

What about the first Dreamcast games released stateside? Stolar told us, "We will launch with a football and basketball title as part of our overall mix. We're also launching with Sonic...plus for the first time we're going to have the online component, launching with a multiplayer game where thousands of people can play simultaneously."

Online gaming has never been accepted by console gamers. For the first time, online gaming will come standard in Dreamcast. "I

year and there's also a Sonic [TV] series that starts in September." And Saturn? Stolar said there's still a possibility that more Sega titles will be on the way. "Those are discussions we're having now. It's a matter of economics, it's a matter of market positioning with the retailers so those are things we're still debating."

During our conversation, Stolar recognized the Saturn's Panzer Dragon Saga as a key title for the company—and also put another issue to rest: his stance on RPGs. "I'm also a big believer in RPGs as well. No one ever believes that

**“ Dreamcast is Sega's bridge to worldwide market leadership for the 21st century. ”**

don't call it a peripheral, I call it part of the platform," he said.

For the next year, Sega's going to prepare for the future, stacking development resources in the United States, lining up licensees, showing the public and retailers what Dreamcast can do. "Outside to make sure we keep the brand going we've got Sega PC, we've got Segasoft, Sega GameWorks—we'll sell over a million units of Genesis hardware, we'll sell over a million pieces of Genesis software this

because I came out of the coin-op side of the business. But I'm an older, wiser person these days."

Stolar left us by saying "I believe those who know me know that this is a different company than it ever has been and we're smarter than we've been in the past. We believe we're marching to a plan that will make us the number-one company again, and I'm looking forward to that, and I think everybody in this organization is. They're working very hard to do that."





Sega's Dreamcast system, Visual Memory System (VMS), and controller represent the final product from Sega's efforts with its hardware partners.

### System Specs

**CPU:** Hitachi SH-4 RISC CPU, 128-Bit graphics engine (200MHz, 360 MIPS/1.4 GFLOPS)

**Graphics:** Power VR Second-Generation (over 3 million polygons per second)

**Sound:** Super-intelligent sound processor with 32-Bit RISC CPU (64-channel ADPCM)

**Memory:** 16MB (64-Megabit SD-RAM x 2)

**Modem:** V34 (33.6Kbps), V4 and MNP3 full support

**Colors:** 16.7 million

**Size:** 190mm(W) x 195mm(H) x 78mm(D)

**CD Drive:** Mix 12x

**OS:** Custom Microsoft Windows CE OS

## Eye On Dreamcast

Sega's next level machine goes on sale November 20, 1998 in Japan, and in the United States fall 1999, for somewhere between 20,000 and 30,000 yen (about \$150-225 at current exchange rates). Five titles will be available when the machine launches. Likely candidates are *Daytona 2*, *Super GT*, *D2* and *Virtua Fighter 3*. The first titles will be announced in mid-September and shown at the Tokyo Game Show in October.

The specs at the left are certainly impressive—Sega says its 128-Bit SH-4 achieves performance four times Intel's Pentium II. With graphic effects like bump mapping, fog, alpha-blending, mip-mapping, trilinear filtering, anti-aliasing, environment mapping and specular effects, we should see near-perfect Model 3 conversions.

At first glance, Dreamcast looks like a hybrid of the PlayStation, the Saturn and the Nintendo 64. Four controller ports rest on the front of the machine, perfect for multiplayer action. Each controller has a look between Sega's 3D Analog Pad and an N64 controller. There are a total of seven buttons on the controller: Start, A, B, X, Y and two Shoulder buttons on the back side. On the back are two ports. Sega's handheld Visual Memory System (sold separately) can be plugged into the top slot to act as a memory card or a mini-LCD screen for hiding plays in sports games and moves in RPGs. You can take the VMS on the road for building up your character or fighter in RPGs or fighting games much like Sony's PDA and trade data with others or battle characters by linking up.

Online gaming will be included in the system with a modem that is upgradeable. According to Sega, it will be possible to use a cable modem with the system. A Dreamcast-specific Segasoft Heat.net gaming network for the United States is already planned that will provide e-mail, chat and point-to-point online gaming.

Sega's lined up several European 1.5-parties—who will develop titles to be published by Sega. These 1.5-parties are Appaloosa Interactive (*Eco* the Dolphin and *Kolibri* for the Genesis), Bizarre Creations (*Formula 1* series for the PS, already working on a city-based racer code-named *Metropolis*), Argonaut Software (*Star Fox* for the SNES, *Croc* for the PS/SS), Red Lemon (Aeronauts for the PC/PS, *Tartan Army* for the PC) and *No Cliche* (formerly known as *Adeline*, now owned by Sega). Third parties which will have games ready at launch include Acclaim, GT Interactive, Midway, Interplay and Microprose. Dreamcast technology partners include Microsoft (for the OS), Hitachi (CPU), NEC/VideoLogic (PowerVR 2 graphics) and Yamaha (sound chip).

We'll have more on Dreamcast in upcoming issues of *EGM* as the Japanese launch draws near. Check [videogames.com](http://videogames.com) for complete and up-to-date Dreamcast news and announcements.

The first American-developed Dreamcast game (top) is an unusual space shooter, and a Japanese demo called the "Tower of Babel" (bottom).

## Q&A With Shouchirou Irimajiri

Here's what Shouchirou Irimajiri, president of Sega Enterprises, says about DC:

**Q: Is the reason for the fall 1999 launch in the States because the PlayStation will be weaker then?**

**A:** Sega is in a more difficult position in North America and Europe. It will be more difficult to penetrate those markets than Japan. Sega has to prepare its best efforts for the launch. It will take a certain quantity and quality. Sega is concentrating only on the Japanese market this year.

**Q: Will arcade games and home titles cross over?**

**A:** Our AM guys are already working on the DC-based Naome arcade board.

**Q: Are you seeking new character franchises for Dreamcast?**

**A:** Sonic will be a major character for Dreamcast, but we are also developing new characters.





### Dual Shock System

Sony introduced the new \$149.95 Dual Shock hardware configuration (a PlayStation, Dual Shock controller and "Sound Scope," a light show which generates patterns on screen to music). Some retailers have since discounted the price of the old configuration to as low as \$129.95.



### Small Yet Powerful

SCEA also confirmed that the PlayStation handheld, code named "PDA" (Personal Digital Assistant) will come to the States for under \$30 by spring 1999. The device will be released in Japan during the fourth quarter of 1998. Sony hopes to create a Digital Community of users with the PDA for a higher level of interaction between the user and his/her PlayStation.



*The PlayStation is now the most successful Sony product ever, beating even the Walkman.*

# When You're First

*SCEA Executive VP and COO Kaz Hirai gives us the view from the top*

**Q: What do you have to say about PlayStation 2 and what can we expect from Sony when it comes time to release it?**

A: I think you can expect from Sony an announcement about PlayStation 2 (or PlayStation Next or whatever people refer to it as) when we feel that it's the appropriate time to make that announcement. That's all I can say about it at this point in time. But I think a lot of people ask that question. I come from a different industry—a music industry background, so it's kind of interesting. I think Jack Tretton, our VP of Sales summed it up nicely when he said, "the more successful one platform is, there's a tendency for the industry to try to negate that and say all right, we know that's good—what's next?" But let's make sure we focus on the success that we have and the potential that still remains untapped.

**Q: Where do you see the PlayStation two to three years down the line?**

A: This is an industry where six months from now, it's hard to tell where you're going to be. That's a question I always have a problem answering. The reason is, we've never positioned the PlayStation as just a video game console, we wanted it to break out of that shell. Given the installed base that we've gotten thus far and hopefully the installed base we will have by this time next year, we'll be in uncharted territory. Which is exactly where we wanted to be because we wanted to offer the PlayStation as another entertainment option. So it's difficult to say where it's going to be two years from now because if you look at historical trends in the 8- and 16-bit market you see that clean bell curve that spans across five years. That's never where we wanted to be, and we've been successful thus far avoiding that kind of a curve. As we move into where there's one PlayStation in every five households in the States, then we're talking about a mass-market item. Then it's going to be very difficult to try to forecast things based on historical trends.

**Q: What is Sony's strategy going to be going into the second half of '98?**

A: One of the founding principals of the PlayStation has always been to give consumer value and choice, and those themes are going to continue as part of our baseline strategy. The [Dual Shock system] introduction is just that—to give consumers more value at the same MSRP of \$49. Also, we've been very successful with the two-tier pricing structure that we have for first-party titles, frontline product at \$39.49, Greatest Hits from \$19.25, so that will continue. The nature of this business is software; it's not technology. To that end, we're going to make sure that we have strong first and third-party titles throughout the year. In addition, we are working with our third-party publishers to identify and help promote key titles which we believe are going to be platform drivers.

**Q: When Sega introduces its new console, what kind of a challenge is it for you to protect your shelf space?**

A: Based on experience with the PlayStation and how it's been positioned at retail, shelf space is something you don't go in and just ask for, it's not something you go in and buy either. Shelf space is earned. That took time and a trusting relationship between the retailers and ourselves. Obviously it's a challenge for us to stay two to three steps ahead of the game so that we maintain that shelf space, but I'm confident that we'll be able to do that.

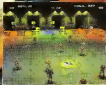
**Q: What do you think about console Internet connections? Is Sony working on anything in that area?**

A: From a technological standpoint I think it's a question of would or could. If it's a c-word, I think technologically it's very possible. As a matter of fact we have a relationship with a company called Lightspeed Partnership which does entertainment software, and sells PlayStation and libraries of

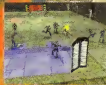
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edutainment titles to school districts around the country. As an experiment, the students were able to connect to the school's Web site to check on homework and school events [with the PlayStation]. As a technological test ground we did a Web browser which attached to the PlayStation and it worked very well. So could we? Absolutely. If it's a w-word, we've stayed away from introducing too many peripheral capabilities on the PlayStation because we were focused on getting the software from CDs as opposed to letting it browse the Web, or attaching a camera to it so you can take a picture of your friends, or putting a phone on it so you can call with it because that really detracts from what the PlayStation experience is all about. So we don't have any plans to introduce a Web browser or any of those attachments. I think you need to be focused on what this piece of hardware is supposed to do, and you don't detract from that by adding things. Because that basically dilutes your message and at the end of the day, what is this thing supposed to do? And that's not what we want it to be.



# Quartermann

Video Game Gossip & Speculation

In acknowledgement of the fact that the games industry seems to be heading toward the movie industry in terms of the way it works—we begin this month with movie news. First of all, I suppose we really have to acknowledge the **Tomb Raider** movie that is apparently due to hit theaters by next summer. Eidos had a couple of movie posters on their stand at E3 bearing the slogan "Who is Lara Croft?" (like people don't know or something?) and a summer 1999 release date. It's already common knowledge that Paramount has picked up the deal, but we've since learned that the team working on the script was previously behind that pendant-penis flick, *Boogie Nights*. Sounds interesting.

Elsewhere we've learned of confirmations of a **Doom** movie from TriStar that allegedly will be blessed with a \$500 million budget. That's a lot of special effects...Jeez face it, there's not going to be much in the way of story. Elsewhere on the 3D blast-fest front, **Duke Nukem** also has a green light from Threshold Entertainment, although very few details have been announced as yet.

Later next year watch out for Digital Amiv's production of **Wing Commander**—amazingly not seeing Mark "Luke Skywalker" Hamill or Ginger "excellent skills 1985-87" Lynn Allen in their previous roles. Expect a big effects-fest though, and lots of enormous space-ships. Imagine the game...but without any interactive bits. Scratch that, just think of the game.

Finally, we've also learned that **Activision's Interstate 76** (PC title on which *Vigilante 8* was originally loosely based) will also be turned into a bizarre '70s-style, sci-fi, road combat flick later next year. Rumor has it that this one is going to be a cartoon from Fox Studios.

Back to gaming gossip now, things were a bit thin on the ground in the run up to E3, but the show saw lots of developments—and most of them concerned Sega's Dreamcast. Although much of the information on the demos at the show were very secret (and EGM won't be able to bring you official details until next month), the Q cruised the parties at the show and managed to squeeze information from some noted developers.

Aside from the 2.5 party developers outlined elsewhere this month, we also spoke to **Lionhead's Peter Molyneux** who hinted that a DC version of **Black and White** was a distinct possibility. This gorgeous-looking god-game, currently in development for very high-end PCs would make excellent use of the DC's polygon-gobbling abilities while also making effective use of the VMS module for character development.

Something that is particularly noteworthy is that all the developers commented on **Sega's policy for games**. Judging from the names currently signed to the system it would be easy to speculate on some potential PC or PlayStation ports...however, **Sega has been adamant that any new DC games are exactly that**. If we're going to see **Duke Nukem**, or any of the VR Sports games, or even a **Metal Gear** game—they will be completely new products.

In the Nintendo camp things are also far from quiet on the technology front. Rumors are already circulating about the big N's next machine, but in the meantime there is some confusion over a 6Mb memory module add-on that slots into the expansion slot on the top of the N64. Development systems already make extensive use of it, the 64DD is supposed to be bundled with it, and a number of cart-based games are rumored to support it. With the fact that it's now unlikely that Nintendo will release the 64DD, a memory add-on for the system would make sense. **Extra memory allows the N64 to run in higher resolutions with very high frame-rates and cool effects**. Nintendo PR is currently denying that the module will be released (if it is...it'll be bundled with games) but time will tell.



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# Games Make the System

Nintendo of America Chairman Howard Lincoln gives us a look at the future

**Q: Do you think at this point the DD drive will probably stay on hold in favor of a new system in a couple of years?**

A: The 64DD is simply a question mark. We're not going to launch it in '98; we're not going to launch it until we get it right. When we get it right, we'll launch it. If we don't, we won't. In terms of next generation I think that the N64 has a number of years in the future to it. Certainly every company in the industry, Sony and Nintendo included, is working on next-generation [product]. Our focus is, just like Sony on PlayStation, is N64.

**Q: Are there any plans to turn those 64DD games (like Earthbound and Pocket Monsters Stadium) into cartridge games for the States?**

A: Pocket Monsters Stadium will come out as a cartridge in Japan, and if we are successful launching Pokemon in the States, we will eventually bring that cartridge to America. Some of the other games you mentioned like Earthbound I think will ultimately be N64 games as opposed to 64DD.

**Q: Is there any research and development going on with trying to do some kind of a meaningful Internet experience?**

A: There's a lot of research and development, a lot of development work that's going on behind the scenes. I think you can anticipate that you'll probably see some additional announcements from Nintendo in this area in the near future, but nothing I can tell you about right now.

**Q: Do you think the next system will be CD instead of cartridge?**

A: I think there's a high probability that the next system that we do will not be cartridge-based. But we have not made a decision on that. I can tell you that we are working with ArtX—they are our partner in the next-generation product. ArtX is a small, Silicon Valley-based company that we think has some of the best 3D graphics engineers in the world. They are going to be the key developer of the next-generation product. We are also in discussions with Silicon Graphics about its role in the next-generation product. But having said all of that, I want you to understand that our focus is, and will remain on N64 for some years to come.

**Q: How do you think Dreamcast is going to factor into everything?**

A: I think that they have a very difficult uphill fight to battle against Nintendo and Sony. They have difficult relationships with gamers, retailers and third-party publishers. They certainly have the history of being able to make great games—that's not an issue. Whether they're going to have the financial resources to pull this off is anyone's guess. That's not dependent on the technology, because as I mentioned this morning, Nintendo and Sony can easily match any technology that is thrown at them from Sega or by any other people. Sony and Nintendo, I don't think any one of them is ever going to get a competitive edge for a long period of time technology-



wise. So it's all about quality of software. If their initial launch titles are really good, and if everything else comes together, in addition to having great launch titles, they've got a fighting chance. If the launch titles are only mediocre, then I don't think they have a very good chance. I wish them well—they're a major part and have been a major part, they're one of the founding members of the IOSA and all we can say is "Good Luck," and we'll see what happens.

**Q: Criticism of the Nintendo 64 for the last few years has been the lack of games. How do you answer that today?**

A: I think one of the reasons for Sony's success has been a wide range of titles. I'd be a certified nut if I didn't say that. I don't think that Nintendo 64 can be a viable competitor trying to mimic that strategy. I think that would be a disaster for Nintendo and for the industry. I think Nintendo has to do a good job focusing on a few key titles. I think we've done a fair job of that with some success, and we've also seen delays of games and whatnot. I think that the quality of some of the third-party titles on N64 has improved as good as I would have liked. But I think that's gradually happening. I think that we were woefully deficient in the category of sports when the N64 was launched. I think that's been addressed with the EA games, Nintendo Sports games, with sports games from Acclaim and Midway and whatnot. There's a lot of things that can happen within a fairly short period of time in this business that is so dependent on great games.



## 64DD

Nintendo's bulky drive was absent from E3. While Nintendo says it's still up in the air, many believe the DD isn't coming.



## Donkey Kong 64

Rare's 64-bit entry in the Donkey Kong Country series is rumored to be in development, but didn't turn up at E3.



## Dreamcast

Sega opted not to show anything on Dreamcast at E3, leaving it for a pre-show media briefing and private showings.

## Where Was...?

When it comes to what wasn't shown at E3 in 1998, there are three major absences. Like many of you, we hoped that these would be at the show in some form or another. It leaves something to look forward to for the upcoming shows in Europe and Japan though, so in that sense maybe it's good!



## Game Boy Shows True Color

At E3 we got our first look at Nintendo's Game Boy Color, and it really looks good! It will launch Nov. 23, the same day *Zelda 64* comes out, for an MSRP of \$79.95. It's not backlit, so you still need outside light to see the screen, but it can display either 32 or 56 colors simultaneously from a 32,000-color palette.

Game Boy Color will be launched with six new titles, although none of those were named at E3. One is rumored to be a new, color version of *Tetris*. Additionally, the system will come preprogrammed to colorize older Game Boy titles, so you can play them in full color, not the pseudo-Super Game Boy color.

There was a short demo cartridge running on the system which really showed off the crisp, bright colors of the new color screen. Sequences shown include a level from a new *Wario* game, a fish tank screensaver, a battle between *Marlo* (color) and *Wario* (black and white) for supremacy of the screen, and the *Game Boy Color* logo being painted onto a fence. All were very impressive.

## Attendees Go Wild For Pokemon

One of the most-sought after goodies at E3 were little stuffed *Pokemon* monster balls. Every 20 minutes or so at Nintendo's booth, *Pikachu* would come out, let out a "pika pika" and the little toys would blast out to the assembled crowd. Unfortunately they had to stop after two people got hurt in the ensuing scramble.



# Master of Hyrule

Nintendo's Most Talented Designer,  
Shigeru Miyamoto, Reveals *Zelda's* Secrets

**Q: How much of your original design has ended up in the finished game?**

A: I am the producer for this game, so I can't say 100 percent of *Zelda 64* is mine. But when it comes to the core portion of the game, I believe that more than 70 percent of the idea came from me, especially the main game system. I talked with the system engineer 100 percent of the time, so my idea has been fully recognized and realized in the design of the main game system. When it comes to the scenario and other specific game elements, more than 50 percent reflect my original idea. There are a lot of important artists working on this project, and even though I am going to take responsibility for 100 percent of the direction of gameplay, I have to say that more than 50 percent of them were created by each specific game artist.

**Q: Was there something that you would like to do in the game that because of time or technical issues you couldn't do? How do you feel about the finished product?**

A: I always have some problems with my games whenever they are completed, so at that time I feel something is lacking—that's always the case. But this time, unusually, I think I'm satisfied. On the contrary, I feel that something is still lacking—and that's what makes *Zelda* a game of *Zelda*, and it is very difficult to define that. I am now spending my time to make *Zelda* a genuine *Zelda* game.

**Q: Can you tell us in comparison with the previous *Zelda* games how long the game will be?**

A: I always speaking, we have made all the different parts of the game, but have not combined everything together. So I can't tell you how long it will take to finish. But when it comes to following the original story line, I think this will have the same play time as the Super NES at least. But this new game is going to have a lot of liberties and freedom for you to explore lots of different fields, so I believe it's much larger in terms of volume compared with the Super NES version.

**Q: Is there going to be a 64DD sequel to *Zelda* later on?**

A: I don't know if "add-on" is the right terminology, but for the 64DD, yes—we are working on *Zelda*. When you play the initial disk version of *Zelda* after finishing everything you can enter into a different world, though the design is the same.

**Q: What about a new Game Boy version of *Zelda*, maybe for Color Game Boy?**

A: Yes, they are working on a Game Boy game which is different than this N64 version. But we have the original Game Boy version, called *Link's Awakening*. My team is now working on a color version (basically the story line is the same) for the Game Boy Color which is reprogrammed so that it is going to be the color version, but it's the same game. There are people who have never played *Zelda* before, and we want them to become accustomed to or be familiar with the *Legend of Zelda* if they have a Game Boy which is more popular now around the world. That's why we are working on a color version of *Link's Awakening*.

**Q: Do you think this is your greatest accomplishment to date? Will there be another *Zelda* game?**

A: I'm making the game right now in the hope that this is going to be my greatest achievement so far. But whenever I am given a new platform, I think about other tricks I can incorporate into games. That leaves for the foreseeable future the 64DD, so that we can make use of that capability. I don't know about the future, but I hope that someone else can take my position there and make games for it.



[Ed. The staff of EGM wishes to congratulate Mr. Miyamoto on receiving the Academy of Interactive Arts and Sciences' first Hall of Fame award.]



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|----|------------------------------------|
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**Remember, in this chair no one can hear you scream.**

Not everyone will have what it takes to handle Intensor's patented audio system. After all, we're talking 5 high-performance built-in speakers with 108dB output. Technically speaking, that means it's really

loud. So for the neighbors' sake, you may want to use the headphone jack — which you can do without losing any tactile feedback. But keep in mind — if your ears start bleeding, you should probably turn the thing down.

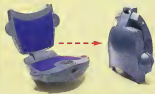
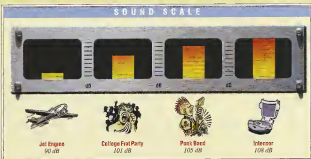


Fig. 2. At 19 pounds, Intensor is designed for quick evacuation in the event things get ugly. (Shaky hands will appreciate the built-in molded carrying handle.)



### PART THREE

**Ducking, dodging, whimpering and other useful gaming skills you might want to perfect.**

Be advised. With Intensor, you'll not only hear your games like never before, you'll also feel them. In your back. In your legs. You'll feel sensations in places you never even knew you had. Which means every

engine rev, every explosion, every kick will seem more real than you may want it to. So it's important to note that under this type of extreme duress, screaming in high-pitched tones for one's mommy is quite common.

### DEFENSIVE PROCEDURES



Fig. 3a.  
The Dodge



Fig. 3b.  
The Weave



Fig. 3c.  
The Duck

### TACTILE SENSATION GRAPH

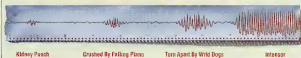


Fig. 4. Artist's conception of Sensory Gaming's effect on the human heart. Those with heart conditions should proceed at their own risk.

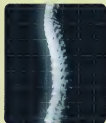


Fig. 5. Note: Players attempting to negotiate Intensor on anything less than a good, stiff spine may be reduced to a vegetative state.

### PART FOUR

**Any game. Any system. Any medium. After this, nothing will ever be the same.**

From movies and CDs to all your favorite games, Intensor isn't just compatible with your current system, it actually transforms it. It may also do the same to you. Once you take a seat, there's a new awareness.

And there's no going back. It's the gaming version of the thousand-yard stare. You'll recognize it in others who've "been there." Seek them out. Talk to them. This therapeutic approach can help preserve your sanity.



Fig. 6. Intensor has been known to induce shock. In such cases, place victim flat on back, elevate legs 8 to 12 inches and call for help. (If victim begins vomiting, place him or her on one side to allow fluid drainage.)



In the event of an *anxiety* breakdown, seek help at [www.intensor.com](http://www.intensor.com). Assuming you've read this carefully, proceed to your favorite gaming retailer.

Sensory  
Gaming  
Experience

# INTENSOR

A product of



ESPC Labs, Inc.

## Project X Remains a Mystery

Amidst all the Sega, Nintendo and Sony news from the show were a few new details on Project X. VM Labs confirmed that Project X technology will indeed be built into DVD players manufactured by Thomson Consumer Electronics (which includes the RCA, GE and ProScan brands) and Toshiba beginning in 1999. Prices will not be much more than that of affordable DVD players currently on the market (around \$399).

Partnered with Motorola, VM Labs is positioning Project X to be included in set-top boxes such as Motorola's own Blackbird project, an interactive entertainment platform, digital satellite receivers and other digital video devices.

At the show VM Labs announced the first big-name developers that are already signed on to create games for Project X. They are: Activision, Berkeley Systems, Capcom Entertainment, Crave Entertainment, Fox Interactive, Hasbro Interactive, Killer Game, n-Space, Psygnosis, Saffire and THQ.

VM Labs says that they are sending out development kits at the rate of about 25 per month as more developers sign on to make games for the platform. However, games from these developers have not yet been announced.

We saw demos of what the system could do, including Jeff Minter's latest work on a

Tempest update and what looked like a Project X sequel to Iron Soldier (from the Jaguar). The Doom demo we saw at the Winter CES was fixed up, and this time was playable while the game was textured onto the sides of cubes and rotated around the screen.



## Capcom Shocker!



Capcom will release Dual Shock versions of both Resident Evil: Director's Cut and Resident Evil 2 in September. RE:DC will have new music and a CD with "secret data" from the original RE:DC and RE2, including access to special weapons, stories and characters. New to Resident Evil 2 will be an Easy Mode (rocket launcher and unlimited ammo) and Extreme Battle Mode, a timed mode with three difficulty levels. The new RE:DC is not expected to include the original uncensored cinema that was cut by mistake in the first release.

## Tidbits

Sega has licensed the Genesis hardware to New Jersey-based Majesco, who is producing the even-smaller Genesis 3 for an MSRP of \$49.95. Blue Planet Software is working on a new version of Tetris for the N64. Konami acquired the rights to develop Spawn titles for the Game Boy and Game Boy Color. Entix has delayed Dragon Quest VII to summer '99 in Japan.

Nintendo has acquired the exclusive console rights for Blizzard's Starcraft on the N64. SNK is making a Dreamcast-ready portable called the NeoGeo Pocket. The 96-Bit, 160x52-dot, 8-tone monochrome handheld will retail for about 6800 yen. Square will include a non-playable demo of FFVIII in Parasite Eve (September), and a playable one with Brave Fencer

Musashiden (November). The game won't be out in the States until winter 1999 [collective sob].

## Voice of Blasto Gone

Phil Hartman, voice of Blasto among many other characters on Saturday Night Live and The Simpsons, died May 28 at the age of 49. According to reports, he was shot by his wife; afterward, she killed herself as police arrived at the Hartman residence.

This puts the brakes on a Blasto sequel voiced by Hartman. Recent roles include this summer's Small Soldiers and the voice of Jiji the Cat in Disney's video release later this summer of Studio Ghibli's Kiki's Delivery Service.

His wisecracking voice will be missed by all.



## Capcom Goes N64

Just before the show, Capcom announced that they are now officially an N64 licensee in the United States (they have been in Japan for some time now). The first title, although not yet named, will hit stores this fall.

During E3, Capcom was handing out Robotek Crystal Dreams flyers and comic books and showing a brief demo behind closed doors. Robotek was one of the first "Dream Team" titles announced for the N64. No other specific titles have been announced.

Capcom Entertainment President Bill Gardner did say that "Street Fighter, Mega Man and Resident Evil would make great N64 games. Stay tuned!" We will.

41,300

Number of people that attended E3 in 1998.

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destiny in this epic adventure  
from the makers of  
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## Pokemon Fever in U.S.

Pokemon (POH-kay-mah) is about to invade North America. If you haven't heard about it yet, you soon will.

### Watch Pokemon

On Sept. 7, the craze begins with the premiere of the animated TV show (yes, the one that caused seizures in Japan—but it's edited) on U.S. and Canadian television. It follows the game's main character, Ash, on his quest to become a master Pokemon trainer.

### Play Pokemon

On Sept. 28, Nintendo of America will release the red-and-blue versions of the Pokemon Game Boy cartridge. As Ash, it's your job to become the master Pokemon trainer, collecting 150 Pokemon, 140 of which are in each version of the game. To get the other so you have to trade with a friend.

### Buy Pokemon

In the fourth quarter of this year, Hasbro will begin introducing its line of Pokemon-related merchandise in the States. In Japan, Pokemon-related merchandise is an industry unto itself.

### Walk Pokemon

In November, Nintendo will release Pokemon Pikachu, a handheld virtual pet of Pokemon's most popular character. You can also take Pikachu for a walk, as this device has a built-in pedometer to record your steps.

りんりんは  
スーパーボールをつかった!

## Peripheral



## InterAct Downloads

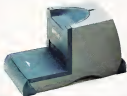
InterAct Accessories is about to unveil the DexDrive, a memory card slot that connects to your PC's COM port.

The DexDrive for the N64 or PlayStation lets you back up save game files to your hard drive. Once on your PC, these files can be sent to anyone via e-mail.

InterAct is working with major game companies to have game files available for download on their Web sites. It hopes that companies like EA Sports will offer updated rosters for DexDrive owners.

The DexDrive will ship with installation software and drivers, and should be available toward the end of 1998 for an MSRP of \$39.99.

InterAct is also working on an e-mail-only device for the Nintendo 64. This product consists of a modem and keyboard and will allow users to send and receive e-mail through their N64s with no additional cost other than the device itself (expected to be around \$60).



InterAct's PlayStation DexDrive.

## E3 Scrapbook



### Inside the Dome ▶

Setting up E3 can take a full day in the hot, steamy atmosphere of Atlanta. At the Sony booth, this person is setting up the game stations—the PlayStations that run each game sit inside the domes.

### The Truth Is...Huh? ◀

Some of us got tripped up at the Fox booth on Saturday at the show, when *X-Files*' Scully (Gillian Anderson) appeared to sign autographs. As we waited in line, there was an impromptu game of Decapitato.



### Surrounded by Game ▶

The whole reason to go to E3 isn't to party...well, wait...in the evenings it is. It's all about playing games—1600 of them in all on consoles, PCs and over the Net exhibited by 440 different companies. Yawzal

### On the Lam ◀

Runaway mascots can be spotted all over the show floor, including Ed, the star of Ubisoft's *Tonic Trouble* (shown here). Other mascots who appeared included Crash, Tomba, Lara Croft and Pikachu.



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make it to  
France this  
summer

  
adidas

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- Extensive 10,000-player database
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# International News

## Warp Delivers D2

*D2 Becomes the First Announced Dreamcast Title*

Two days after Sega officially unveiled Dreamcast, Warp held the premiere of its first title (and the first official game) for the new machine—D2. Literally thousands and thousands of people surrounded Tokyo's Kokusai Forum where the D2 World Premium Show was held. In a move different from normal rollout events, this presentation was not only open to the press, but the public as well.

The crowd was filled with hardcore gamers, hundreds of both junior high and high school students, and even parents who had brought their small children along to the event. All told, there were over 8,000 people in the hall at a facility that only sat 5,000 (so Warp gave two complete presentations to satisfy everyone).

Once the show began, the audience was treated to a movie which introduces the game's plot. Laura, the game's main character, is tormented by a nightmare of a strange plane crash. She emissions a very strange hijacking, but as things get out of hand the plane is hit by a meteor and falls to the ground.

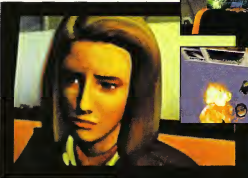
With Eno at the controls, we were shown actual gameplay after the initial movie. The game was running at 60 frames per second. You can go anywhere in the environment. Every leaf on each of the trees is made up of polygons. Laura's facial expressions are emphasized with detailed 3D animation.

Looking at Laura walking on the snowy ground with a gun in her hand will remind everyone of Lara Croft. But when Laura encounters an enemy, the game's look completely changes. The point of view changes to a first-person shooting game with a red sight in the middle of the screen. During the presentation, Eno said D2 will play like Virtua Cop. There are three VHS-quality MPEG movies in the game (the opening, middle and end).

There is a plan to use Dreamcast's networking abilities, but there is no plan for multiplayer game play. Various downloads—including music—will apparently be available.

After Eno-san's demonstration, he introduced his personal friend and business partner, Sega Enterprises president Shoichiro Irimajiri. Irimajiri-san explained just how excited he is about D2. He explained that he was the one who asked Eno to develop D2 for Dreamcast and not D3. Irimajiri said he expects D2 will be ready at Dreamcast's launch. Then he asked Eno if this was possible. Eno answered, "Maybe..."

If all goes according to plan, Dreamcast and D2 will both be ready for release later this year.



## Godzilla Roars To VMS

Sega's Visual Memory System goes on sale in Japan on July 11, sold at movie theaters showing the Emmerich-Devlin Hollywood production of Toho's most popular monster, Godzilla. The VMS with Atsumete Godzilla, the first game, preprogrammed into the system will set you back about 2500 yen (about \$17 at current exchange rates). Future VMS titles will be distributed on Dreamcast discs when the system becomes available.

The object of the game is to raise your very own baby Godzilla. You can hook two VMSes together to do battle with a friend's monster as well.

Now if only the movie was more entertaining...



## Top 10 in Japan

The 10 Best-Selling Games As of May 18

- 1 FIFA: Road to World Cup 98 (Electronic Arts)—PS
- 2 Stolen Song (Sony)—PS
- 3 World Stadium 2 (Namco)—PS
- 4 Baroque (ESP)—SS
- 5 Super Real Mahjong P7 (Ieta)—SS
- 6 Parasite Eve (Square)—PS
- 7 Tekken 3 (Namco)—PS
- 8 Melty Lancer Re-Inforce (Imadix)—SS
- 9 Gran Turismo (Sony)—PS
- 10 Super Robot Wars F Final (Banpresto)—SS

# Well Done Soldier

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- **65 solo missions**, plus over 100 multiplayer battle maps.

- **Forbidden weapons** including: devastating Tesla Tanks, base-busting M.A.D. Tanks, explosive Demolition Trucks and electrifying Shock Troopers!

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And that's just for starters.  
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most insidious boss ever in a  
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Purge Your Enemies  
in the Manjet



Drink or the Doughnut  
will get you first!



WHOA! Watch the Flying  
BODY PARTS



Fry him 'til he's CRISP!

W I L D  
E



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# Nintendo 64

Game Directory

- Perfect Dark
- Star Wars: Battle Squadron
- Body Harvest
- Twisted Tales: Collector's Edition
- Extreme G2
- Yuruk 2: Seeds of Evil
- Wipacout 64
- NBA Live 99
- AirBoardin' USA
- NFL Blitz
- ISS Soccer '98
- F1 World Grand Prix
- Glover
- Space Circus

PREVIEWS

Pick of the Show 

## Perfect Dark

GoldenEye  
Follow-Up  
Arrives  
At Last

**W**e've been saying for months that Rare is working on a follow-up action game using the GoldenEye engine, but I don't think anyone was expecting anything as advanced as Nintendo was showing at E3. The underlying principle is still the same—it's a 3D action/shooter with lots of stealthy spy shenanigans. You play the part of Joanna Dark (codename: Perfect Dark...naff, but we can live with it), a hi-tech spy in the year 2023 who finds herself in the middle of a conspiracy concerning a William Gibson-esque corporation of the future called dataByne. As with GoldenEye, the game follows a strong story line that unfolds through events in the game. Beginning at the top of a skyscraper, it takes Joanna through locations that include secret bases, laboratories and even to an alien wreck at the bottom of the ocean.

Again, as with GoldenEye, this is filled with loads of cool weapons that vary from your usual pistols and Uzis to high-tech alien gadgets capable of blowing the crap out of huge chunks of buildings. There are also some vehicles dotted around the place too. The demo at E3 included a brief showing of a hover bike that seemed to control in a very similar way to the tanks in GoldenEye—so it should be possible to look and shoot while travelling along.

Speaking of vehicles, there were also some nice little cosmetic touches on the first level that make use of them. As Joanna works her way through the offices in the dataByne skyscraper, you can see helicopters flying around in the distance. If you blow out the windows (very cool effect) you can shoot at these vehicles and watch as they crash into buildings or tumble down into the streets.

As far as gameplay is concerned, it seems fairly

| Publisher/Developer | Players/Genre | % Done | Release          |
|---------------------|---------------|--------|------------------|
| Nintendo<br>Rare    | 1-4<br>Action | 20     | 2nd Qtr:<br>1999 |

Web Address: [www.nintendo.com](http://www.nintendo.com)



Although using a development of the GoldenEye engine, Perfect Dark is considerably more impressive visually.

safe to assume that the game's pedigree will help ensure excellence. AI has been a particular point of focus for the team and we were assured that the bad guys would all behave in a very convincing manner. The demo we saw already had them hiding in shadows and actively ducking down behind desks, cupboards and doorways to avoid being shot. By the time everything is finished we should see Bosses that appear to be fully aware of their environments too.

Visually the game is nothing short of stunning. The lighting effects are all used to dramatic effect, while transparencies, particle effects and environment-mapping are employed to give a realistic environment.

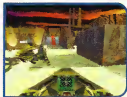
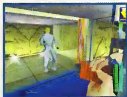
Rumors abound that Perfect Dark may make use of the planned 4Mb expansion module featured in this month's news. Although denied by Nintendo PR, there is a distinct possibility that we could see the game enhanced visually with the addition of the module. The demo on show at E3 was enhanced in this manner—although we were assured that this was for development purposes only. 

### My 2 Cents

This looks completely and utterly gorgeous. Of all the games I saw at E3 this was probably the very best on the N64. The clever use of lighting and transparent textures is just incredible. More importantly it looks as though the AI is going to be a real step forward. The bad guys really look like they're hiding from you and dodging around in the shadows trying to get a good shot. What a shame we have to wait so long for it.

—John Davison

Perfect Dark makes far more use of lighting effects than GoldenEye.





Forget every gruesome battle you have ever waged. Introducing Mortal Kombat 4 with newly forged weapons that will slash and bludgeon beyond imagination. And a total 3-D environment that will take your senses to dizzying new heights.

That which calls the warriors  
summons the vultures.



**MORTAL 4 KOMBAT**

Darkness is calling.

**MIDWAY**

| Publisher/Developer            | Players/Genre | % Done | Release          |
|--------------------------------|---------------|--------|------------------|
| LucasArts<br>LucasArts         | 1<br>Action   | 25     | 4th Qtr.<br>1996 |
| Web Address: www.lucasarts.com |               |        |                  |

## Star Wars: Rogue Squadron

Starfighter  
Combat At Very  
Low Altitudes

**L**ucasArts' second Star Wars game on the N64 actually borrows a bit from the first. *Rogue Squadron* takes what was arguably the best level of *Shadows of the Empire*—the snowspeeder air-combat stage—and turns it into a full-fledged game. This 3D action-arcade sim drops you into the cockpits of several famous Rebel Alliance fighters—as well as some you've never seen before. Just don't expect any deep-space battles like in the X-Wing and TIE Fighter PC titles; all of *Rogue Squadron's* missions are set above a planet's surface.

Set in the period between *Star Wars* and *The Empire Strikes Back*, the game centers on the squadron of hot-shot pilots formed by Luke Skywalker and Wedge Antilles. You fly a variety of air-to-air and air-to-ground missions, including dogfights, search-and-destroy, reconnaissance, escort duty and rescue. For instance, one mission has you liberating Rebel Alliance troops from the planet Kessel, site of the Empire's prison and the infamous spice mines. You must locate the prison facilities, free the captive Rebels and escort rescue shuttles away from the planet, protecting them from AT-ATs, AT-STs and TIE fighters. Another mission has you protecting Mos Eisley—depicted in sprawling detail in the Tatooine desert—from Imperial Forces. Fortunately, your craft will be armed with lasers, guided missiles, ion cannons and more. Each mission will also pack a secondary objective, which you won't need to complete to beat the game.

*Rogue Squadron* has you flying over such far-flung Star Wars locales as Tatooine and Mon Calamari. Mission environments include canyons, deserts, forests and volcanic regions. Visually, the game looks pretty good—especially the ship models. You'll see plenty of smoke and real-time light effects, all in hi-res at 30 frames per second.

Control in *Rogue Squadron* is similar to the snowspeeder stage in *Shadows of the Empire*. One button gives you a turbo boost, while another drops the air brakes.

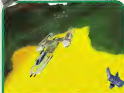


Your starfighters are capable of some pretty fancy acrobatics, including barrel rolls and loops.



*Rogue Squadron's* ship models are extremely detailed and easy to appreciate in hi-res.

Even the radar symbology will look familiar. Of course, these similarities should come as no surprise; the *Rogue Squadron* development team is being headed up by Mark Haigh-Hutchinson, the LucasArts project leader who designed *Shadows' snowspeeder* stage. **25**



### In the Hangar...

Although *Rogue Squadron's* missions are all planetary-based, you still get to fly in the movies' most infamous starfighters, including X-wings, Y-wings and A-wings. Each has its own characteristics. Y-wings are slow, durable fighters that pack an extra punch. A-wings, on the other hand, are nimble little things best used when speed is what you need. You'll fly a new prototype fighter, too. Called the V-wing, it's a heavily armed craft that'll deliver a real pounding to the Imperials. Other secret fighters are in store, too.

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| Publisher/Developer   | Players/Genre  | % Done | Release          |
|---|----------------|--------|------------------|
| Midway<br>DMA Design  | 1<br>Adventure | 80     | 4th Qtr.<br>1998 |
| Web Address: <a href="http://www.midway.com">www.midway.com</a> |                |        |                  |

## Body Harvest

Humans Are  
The Cream Of  
The Crop

### My 2 Cents

Sometimes games come out that bring something really new and different to the table. *Body Harvest* is definitely one of those games, and it does it in a very fun and approachable way. If the obvious bugs like hit detection and screwy cameras (which are inherent in early versions of most games) are fixed, *Body Harvest* could very well be one of my favorite N64 games of all time.

—Shawn Smith

**R**emember hearing about this one way back when the N64 was first launched? Well, now it's actually going to come out. The premise of *Body Harvest* is simple: The Earth is really a farm for alien food. Every now and again the aliens come and harvest, but this time since there are so few humans left, we plan on making it more difficult for them by way of you, lots of weapons and a huge variety of vehicles. As the game's protagonist, Adam Drake, you must travel through time and stop the hungry aliens by any means necessary. In the process you will be at the helm of more than 100 vehicles, including an assortment of hovercraft, planes, trucks, cars and tanks, as you battle aliens and help your fellow humans. If you

come in contact with a vehicle as you're walking around, hop on and see what it can do. In some cases you will have to speak with a non-player character before you can take control. For example, in Siberia you need to speak to a local farmer before you can use his combine to take care of his crops for him. Of course, it just so happens there are aliens and zombified humans running around to grind up in the vehicle's blades...fun!

The game is far from being just a bloodiest though. *Body Harvest* combines overhead adventure and driving/flying elements with light RPG aspects for a unique title reminiscent of a 1930s radio drama.

As you're driving around blasting aliens that look like something out of *Starship Troopers*, you can check and see who or what is inside a house. Since there aren't many humans left, most houses are empty but often there are at least chests or barrels you can look inside for health, fuel and weapons. As you're going about your business, mission objectives are sent via a wrist communicator from your mission center. These transmissions give you a general idea of where to go next. In one case, a message comes through



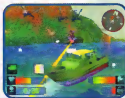
**Body Harvest** gives you a true cinematic experience as the aliens chase after you, destroying stuff in their path.

talking about a fire spreading through the local village. Luckily there was a fire station earlier on, so all you have to do is make it back there, hop in a fire truck and actually go and put the fire out with a polygonal stream of water—and that's just in the first level. You can count on many other interesting puzzles/mingames in the overall game.

At first glance *Body Harvest* may remind some of *Blast Corps* but that's definitely on the surface. The game is quite original and has a lot of depth even in the beta version we saw. Events take place chronologically and vehicles shift as you travel from the past to the semi-distant future. All of this, combined with the robust story line, 1,000 virtual square miles of environment, smooth graphics and an ambient soundtrack make *Body Harvest* a very unique title for the N64. **A-**

# 1,000

There's around 1,000 virtual square miles of environment in *Body Harvest*, and you know that's the truth once you start playing. The game is simply HUGE.



You're not just anchored to the land by the way. You can also hop into boats and planes.



You don't have to use the vehicles all of the time, although it helps if your health is low.

**"Customize your fighter.  
Save data. Visit a friend.  
Inflict maximum  
punishment. Smile."**



This is different. Get ready for the only customizable fighting game with two different modes of play — in the same cart! Choose the anime-style "super deformed" character mode, and chase after 200 rare and powerful items while pulverizing your opponents. Equip your character for maximum effect. Save this data in your Controller Pak. Punish your friends in the privacy of their own homes! Or opt for the "Virtual Mode," and choose between a classic — and lightning fast — 2D mode, or brawl in a fully 3D environment. Gain ranks as you improve — you'll also be presented with tips on how to become even better. Discover combos, counters and special moves! Nurture your character until it turns into a lethal weapon!

Rumble Pak<sup>™</sup>  
compatible



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Virtual mode. Choose between classic 2D fighting or brawl in a fully 3D environment.



# FLYING DRAGON



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| Publisher/Developer   | Players/Genre | % Done | Release          |
|---|---------------|--------|------------------|
| Rare  | 1-4<br>Action | 60     | 3rd Qtr.<br>1996 |
| Web Address: <a href="http://www.rare.com">www.rare.com</a> |               |        |                  |

## Twelve Tales: Conker 64

More Cute  
Stuff From  
Rare

**T**welve Tales: Conker 64 stars a couple of Rare cuties: Conker, a squirrel and Berril, a chipmunk. These two must work together to recover a hundred housewarming gifts that have been stolen and dispersed over four different worlds by a gang of thugs. While recovering the items, Conker and Berril must also set free several kidnapped friends, aided only by their wits (and Conker nuls, which they can pick up and launch at their foes). Each world is drawn with bright, colorful polygons, and the game has quite a fantastic, animated look to it.

Conker 64 has a multitude of innovative features that should set this game apart from its competition (namely, Rare's own Banjo-Kazooie). For example, the gameplay changes depending on whether you're playing Conker or Berril. Conker's game is more arcade-like; he relies more on his arsenal of physical attacks. Berril, on the other hand, uses more strategy. She has a monster companion that does most of the work, provided you keep it well fed and content. Both Conker and Berril have a wide range of emotions and expressions to go with them. They are both fully aware of the goings-ons around them (including immediate danger), and they can react accordingly.

The game also has a variety of vehicles scattered throughout the worlds that can be used in the game's 3D environment, allowing easy access to



Some of the characters in the game are simply huge. If you get close to this Cyclops, you'll see he's actually to scale...little squirrel to giant monster scale, that is. Up close, the Cyclops is over two full screens tall.

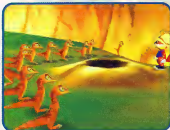
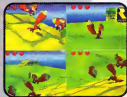
hard-to-reach areas.

Twelve Tales promises more intricate gameplay than most 3D platform games seen in recent months, and if anything, it has a chance at being one of this year's Mario-sized hit games. Twelve Tales: Conker 64 is set for a fall release.

### Gamer's Edge

#### Multiplayer Mascot Fun

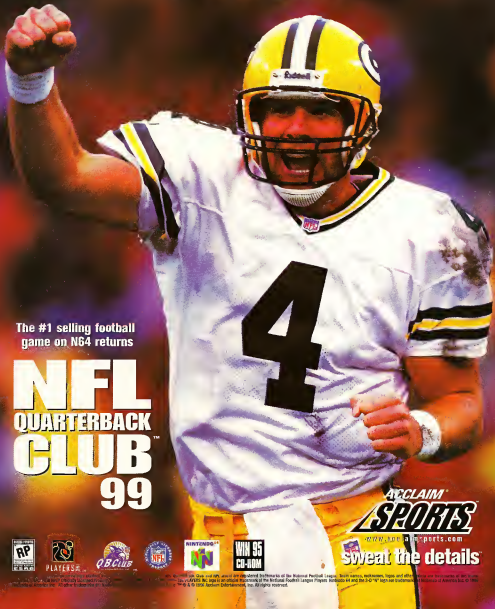
Conker 64 is loaded with smart multiplayer features that will set new standards in the cute-mascot-in-a-3D-world genre. First off, Twelve Tales has a simultaneous two-player Co-op Mode, a first for this type of game. The game also has a four-player Deathmatch Mode, another first. Players have to stomp or tail swipe their enemies for "kills." It's just like Deathmatch Doom...only disgustingly cute.



This area, with the dozen little dinos running around, reminded us of the Compy scene in *The Lost World* movie.



# Brett's Back. This August



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game on NG4 returns

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## More Incredible Racing From Probe

Most of the fog in XG2 is now used primarily as an environmental effect.



## Extreme G2

**B**ased on a version of Extreme G2 (called XG2 for short) we saw at E3, the thing most noticeably changed are the game's graphics. On top of looking downright cleaner, Acclaim has said the frame-rate is twice as fast as the original. Other sources have mentioned the frame-rate has actually been slowed down so the game will be more playable. Whatever the case, it should be quite speedy. One very interesting feature mentioned in the press release is the game's support of the 4MB Ram Expansion pack. This pack will allow you to play the game in a breathtaking 640 x 480 resolution. How the pack is going to be sold is not yet known. Environmental effects have been added as well, like flocks of birds flying by, brilliant flashes of lightning in the background and reflection-mapping under your bike on certain surfaces, while the amount of fog has been decreased for a greater view of the

| Publisher/Developer   | Players/Genre | % Done | Release         |
|---|---------------|--------|-----------------|
| Acclaim<br>Acclaim Studios  | 1-4<br>Racing | 30     | October<br>1998 |
| Web Address: <a href="http://www.acclaim.net">www.acclaim.net</a> |               |        |                 |



track. The 12 tracks in XG2 (36 counting the various paths you can take in each course) look to have many more paths with a lot of twists, ramps and turns to contend with, and are said to be both wider and longer. Of course, other extreme bikers still frequent the track along with you and can be destroyed with a graphically incredible arsenal completely new to XG2.

Racers now will have a face, name and bio attached to their mean machine, along with bike-specific attributes which will affect how your racer controls. To add to the adrenaline-gushing experience, a powerslide has been implemented. According to Acclaim, the Multiplayer Mode has been "completely revised." This is a welcome revision since many people thought the Multiplayer Mode in the first game had a lot to be desired. ●

| Publisher/Developer   | Players/Genre | % Done | Release         |
|---|---------------|--------|-----------------|
| Acclaim<br>Acclaim Studios  | 1-4<br>Action | 60     | October<br>1998 |
| Web Address: <a href="http://www.acclaim.net">www.acclaim.net</a> |               |        |                 |

## Turok 2: Seeds of Evil



Now that we've actually played Turok 2, it's easy to see the team at Iguana is using the technology of the N64 to its fullest to produce something truly spectacular. Virtually gone is the pea soup fog of the original—we are now faced with an advanced geometry engine that draws five times as much detail as has been seen before. So the fog ends up being used to spice up the environmental and atmospheric effects instead of being used as a technological cover-up. The environments we drooled over at Acclaim's booth were very rich, featuring incredible graphical effects. The level had a certain Duke Nukem quality to it, mainly due to the scripted events which go on around you. Wars rage, buildings explode, and people scream in pain as you run around trying to get the better of the new advanced AI-driven bad guys.

Another incredible feature is the number of weapons. You have a huge variety of weapons to blow the beasts apart with. There are 23 weapons total, including a minelayer, a flamethrower and a load of others. You have to see the weapons to really appreciate their



awesome effects. Also look for improved enemy AI and neat-o death sequences.

The biggest and most-welcome addition to Turok are the four-player split-screen Multiplayer Modes. You'll be able to pick from an array of characters like GoldenEye and duke it out in Turok environments in team and every-man-for-himself modes. For more info regarding Turok 2 and its many features, check in EGM Issue #107 for a feature on Turok 2 and on [www.videogames.com](http://www.videogames.com) for hands-on impressions.

What's this...no fog? That's right. Fog is now used mainly for effect and not much else.



# Dam!...

# DAM!... DAM,



# Dam, Dam,



# Dam, Dam.

# DAM!

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## *That pretty much covers it.*



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| Publisher/Developer   | Players/Genre | % Done | Release          |
|---|---------------|--------|------------------|
| Psygnosis   | 1-4<br>Racing | 40     | 4th Qtr.<br>1998 |
| Web Address: <a href="http://www.psygnosis.com">www.psygnosis.com</a> |               |        |                  |

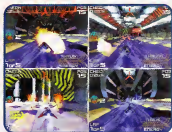
## Wipeout 64

Psygnosis Makes Its N64 Debut

**A**fter months of speculation and rumor, Psygnosis has finally taken the Nintendo 64 plunge by announcing and showing Wipeout 64, the newest addition to one of its most successful series of games.

Very similar to Acclaim's Extreme G, Wipeout 64 puts you in the cockpit of a futuristic racer (there are several to choose from) in which you must race and fight within six different tracks. Various weapons, power-ups and defensive gadgets are littered throughout the twisty and wild courses, while the fast-paced action pulsates to the beat of Wipeout's dance-style tunes. The music was quite good when it was spooled from the CD-ROM on the PlayStation so it will be interesting to see how well it translates when being pulled from a more limited cartridge. You see, the version we played at E3 was still far from being finished, but once it's shipped, we are pretty sure that it will look slightly better than the PlayStation version. Even better, it will also include some new features only found on this version of the game (that perhaps will make up for the long wait). Among these are five new superweapons that Psygnosis promises will be made to look quite impressive by using some dizzying special effects, Rumble Pak support, and even more importantly, Wipeout 64 has a very cool four-player split-screen Multiplayer Mode.

With these new features improving an already impressive game, Wipeout 64 could very well shape up to be an excellent alternative, or complement, to Acclaim's forthcoming Extreme G2. ●



| Publisher/Developer   | Players/Genre | % Done | Release          |
|---|---------------|--------|------------------|
| Electronic Arts<br>EA Sports  | 1-4<br>Sports | 30     | 4th Qtr.<br>1998 |
| Web Address: <a href="http://www.easports.com">www.easports.com</a> |               |        |                  |

## NBA Live 99

Shown for the first time at E3, EA's NBA Live 99 seems to be coming along quite nicely. Although the Nintendo 64 is no longer starved for hoops games, the system still could use an in-depth one. That's reason enough to be glad that EA is finally bringing their basketball franchise to the N64.

After having just about every feature implemented in the Live series that could possibly be stuffed into a

basketball game (three-point shootout, player trades, creation and signings, "NBA on TNT" presentation, and tons of coaching options) it seems like the only thing left unconquered is competent artificial intelligence. Stan Chow, producer of NBA Live 99 commented that the AI would be improved this year as well as the post-up game, but also added that "sometimes fun and reality work against each other, and in the instances where they do, fun must prevail." Indeed, but recent basketball games like Nintendo's Courtside have proven that the two can coexist.

Aesthetically, Live 99 should enjoy some modest improvement thanks to newly redone motion-capture and of course, the N64's 3D prowess.

With improved graphics and a ton of features, NBA Live 99 will certainly be a great, fun basketball game. Hopefully, it will even manage to become a smarter and more realistic one too.



Here, a player is nice enough to pose for this screenshot.



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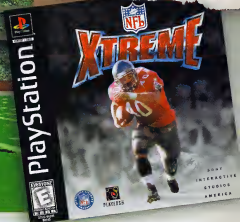
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## AirBoardin' USA

Hit The Concrete Slopes

**1** o80° Snowboarding has captured the console snowboarding video game crown. So how do you improve upon a hit formula? Open up the playing fields and turn the snowboards into airboards!

This game is set in the future, where airboarding is a hugely popular spectator sport, with audiences in the millions. You can choose from one of eight characters (four of whom must be earned from beating certain levels and meeting

specific time, point or trick requirements) who are all vying for the coveted title of "Master of AirBoardin'."

You have an arsenal of more than 80 different moves, including nose slides, tail grabs, hand plants and roast beefs (Roast beef? Is that a real-life move?). Individual characters also have special tricks at their disposal. But what really separates AirBoardin' USA from most snowboarding games (besides the use of hoverboards, of course) is the freedom to go anywhere. Players can go over snow, water, land, vertically up buildings, etc. No longer are players limited to tracks and half-pipes.

AirBoardin' USA will have several modes of play. Besides a typical time attack and Practice Mode, the game will have a Coin Mode, where players must ride around and find coins scattered about the course. AirBoardin' USA will also have a two-player Versus Mode and a free run (where you can just hoverboard around and explore for fun). ☺



| Publisher/Developer | Players/Games | % Done | Release           |
|---------------------|---------------|--------|-------------------|
| Midway<br>Midway    | 1-2<br>Sports | 50     | September<br>1998 |

Web Address: [www.midway.com](http://www.midway.com)

## NFL Blitz

A few months ago, EGM exclusively broke the first information and screenshots of the N64 version of NFL Blitz. Afterward, it was finally shown to the rest of the press and public at E3—and what was there pleasantly surprised us. The game has advanced nicely in a very short span of time, so it seemed only appropriate that we update you on the progress of



this excellent action football game.

Midway seems to be making great strides, especially graphically. It's now known that the game won't be nearly as high-res as the 3DFX-powered arcade machine, but that decision was made to ensure the game looked and played as fast as the original. Since we last saw it, Midway has retextured all of the player models, and has made the animation much smoother. At present there are still some rough spots, but Midway assures us that they will be ironed out before the game is finished.

At this rate, it seems certain that NFL Blitz on the N64 will look just like the original, save a few minor cosmetic touches. What's more important though is that the seamless and intuitive gameplay makes the transition. Although early, things definitely appear to be moving in the right direction. Watch for more details soon.







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Publisher/Developer Players/Genre % Done Release

Konami  
 Konami 1-4 Sports 90 August 1998

Web Address: www.konami.com

# ISS Soccer '98

More Of The Same Is Still The Best

**R**ated as the best sports game of all time in EGM 100 (#24 overall), the sequel to International SuperStar Soccer has been highly anticipated in our offices. Finally, a nearly finished previewable version has arrived and frankly, at this point it looks a little too similar to the game we've been playing for the past year.

It must have been a daunting challenge for Konami to dream up improvements to the stellar ISS, and it appears that this quandary resulted in very few notable additions to the '98 edition. The graphics are virtually identical, although there are a few new player animations and some better weather effects. The game's artificial intelligence has been improved, and there are now a few more teams (54 International) and stadiums (eight) to choose from. Also, the game's realism has been further improved by adding versatile substitutions and more lifelike injuries (in addition to new animations showing them).

Despite no sweeping changes, the good news is that ISS' great gameplay is still intact, and it will probably be enough to make the series keep its crown as the best sports and soccer game ever. However, it's a little disappointing that there aren't more sweeping improvements, barring any major changes between now and its U.S. release date.

An example of ISS' minor improvements—a 3D corner kick power gauge.



Published/Developer Players/Genre % Done Release

Video System  
 Video System/Paradigm 1-2 Racing 95 August 1998

Web Address: NA

# F1 World Grand Prix

Co-created by Video System and Pilotwings 64 developer Paradigm, F-1 World Grand Prix—as you'd expect—packs realism to spare. The design team visited each of the game's 17 tracks to map out their every detail (including track logos and billboards), as well as paid special attention to capturing the physics of F-1 racing.

But one of the game's cooler features is its

Story Mode. Here, players are put in varying situations that were previously encountered by real-world drivers. For instance, one scenario places you near the race's end, in a car with worn-out tires on a rain-slicked track. You decide whether to hit the pit and replace your tires (like the real driver did) or press on and see if you can win the race without losing your wheels. There are 15 of these historical scenarios in all, which are divided into three categories: Offense, Defense and Trouble.

In addition to the Story Mode, players can choose to race in the 1997 Grand Prix season against 27 other drivers (everything that happened in the real season is modeled here). Or they can choose single race exhibitions, time trials or two-player split-screen racing.

The graphics in F-1 World Grand Prix are impressive. Grass adheres to your tires if you slide off the road, and you'll see wear build up on track portions that bear the most traffic. Races take place in varying weather, beneath sunny, cloudy and rainy skies.



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ocean



| Publisher/Developer   | Players/Genre | % Done | Release       |
|---|---------------|--------|---------------|
| Hasbro Interactive Studios  | 1 Action      | 60     | November 1998 |
| Web Address: <a href="http://www.hasbrointeractive.com">www.hasbrointeractive.com</a> |               |        |               |

## Glover

### Let Your Glove Do The Walking

It looks like little Glover's pulling a Mario 64 "look at the castle" sort of thing here.



A game based on the actor Danny Glover? Amazing. Jokes aside, Hasbro Interactive recently unveiled their first N64 title, a single-player, 3D action game called Glover, which has nothing to do with the actor with the same last name. The game is a Mario-esque romp through seven themed worlds with bright, colorful graphics. Instead of a plumber or any human or animal character though, you control a white glove with a cartoon face. It sounds strange but the character actually works quite well. Your objective is to find a number of mystical crystals which have been turned into bouncing balls so they won't break. What you need to do is maneuver each of these balls through their respective levels so they can be turned back into crystals and put in their rightful place.

And that's where the trickiness comes into play. Levels have narrow walkways, steps, hills and other obstacles that



Getting the ball from point A to point B isn't as easy as you might think thanks to platforms and walkways.

don't sit all that well with most balls. You'll also have to chuck the ball over pits and at enemies in order to survive. Certain levels have environments that affect how the ball moves. For example, in the snow level snow builds up on your ball as you roll it around (like a snowball being rolled in the snow). The bigger it gets, the slower it moves, so every now and again you need to give it a good stomp to knock the snow off of it. Each of the worlds contains three levels, complete with enemies, puzzles and a Boss character.

| Publisher/Developer   | Players/Genre | % Done | Release       |
|---|---------------|--------|---------------|
| Infogrames Infogrames   | 1 Action      | 50     | 3rd Qtr. 1998 |
| Web Address: <a href="http://www.infogrames.com">www.infogrames.com</a> |               |        |               |

## Space Circus



Sure, Space Circus is a stupid name, but the game itself actually looks pretty cool. This ultra-silly platformer has you guiding Starshot, the star juggler of the Space Circus, on a quest to recruit otherworldly performers to save his beloved deep-space big top from a competing circus.

OK, so the story's ridiculous, too. Anyway, Space Circus is set in seven universes, each divided into different levels. One level, for example, has you returning to Earth—which has been destroyed by Martians—to track down the last human and get him to join your circus. The stages sprawl in every direction and are similar to those in Rare's Banjo-Kazooie, except much more psychedelic. Some areas are composed of narrow walkways suspended above bottomless chasms, others have you using springboards to hop from place to place, still others have you racing up spiral roadways.

You'll have close encounters with more than 300 characters over the course of the game, many of whom you'll cooperate with to reach certain areas and platforms that would otherwise be off-limits (again, as in Banjo-Kazooie).



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A low-angle, close-up photograph of Stone Cold Steve Austin. He is shirtless, wearing a black leather vest with silver studs and a large white number '3' on the left side. He has a black wristband on his left wrist and is raising his right fist in a power salute. His mouth is open as if shouting or cheering. The background is a plain, light-colored wall.

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## The Legend of Zelda: The Ocarina of Time

The latest screens of Zelda 64 (now officially known as "The Ocarina of Time" in the United States) are here, straight from E3. The playable version at the show featured many areas never seen before, as well as some new items and Bosses. Take a look at the first screens of the Hook Shot (right), as well as Phantom Ganon (below), one of the new Bosses revealed at the show. The game is due for release on Nov. 23.







To the left here are several screens of one of the areas of the game that apparently (obviously) takes place inside a giant monster of some sort. Below we see the Tree of Deku, where the game's first main objective lies. As you can see, the graphics in Z64 are just phenomenal. Without a doubt this is going to be THE game to own in 1998.



## NINTENDO 64

## F-Zero X

Nintendo's F-Zero X is nearing completion and is expected to hit the United States at the end of August. The graphics may look a bit plain, but the speedy 60fps animation just screams and the gameplay is extremely solid.



## NFL Quarterback Club 99

Acclaim definitely has the graphics side of things down with NFL Quarterback Club 99, now what they want to put more of a focus on is the AI. They even have Charles Wells of the NY Jets helping coordinate plays for the game.



## Rush America

Why stay confined to San Francisco? Now you can practically take on the entire United States in Midway's addition to the Rush series. The cart features 30 new cars, 32 new tracks and is said to have a slightly improved graphics engine.



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## NINTENDO 64

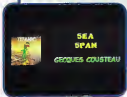
## Castlevania 64

Playable for the first time at E3 (behind closed doors), Konami's *Castlevania 64* is shaping up nicely. Check out the latest screens...



## Gex 64

Here are some new screens of *Gex 64*. These are from the brand-new Titanic level, exclusive to the Nintendo 64.



## NHL 99

As you'd expect, all of the NHL teams, players and logos are in *NHL 99* from Electronic Arts. Also look for analog control, international teams, improved motion-capture and more.



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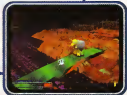
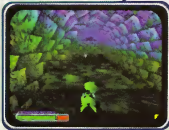
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## NINTENDO 64

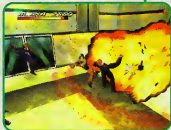
## Space Station: Silicon Valley

What could be more fun than controlling a bunch of animals in a bio-sphere type space station? If you can't think of anything, DMA Design's graphic adventure Space Station: Silicon Valley, is the 3D action/adventure game for you. Look for it in October.



## Fighting Force 64

This version of Fighting Force is essentially the same as the PlayStation game, except with enhanced graphics and effects.

True Golf Classics:  
Waialae Country Club

True Golf Classics features excellent graphics, six modes of play and tons of options. One of the most notable is its create-a-player feature. As seen in other sports games, this is a mode in which players can edit your golfer's attributes. Look for it in July from Nintendo.



## Jest

This one from Infogrames puts you in control of Jok, an energetic jester's apprentice. According to Infogrames, Jest is a blend of racing and 3D platform, and lets you travel to such diverse locations as a haunted fairground, Persia and Mars.



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# PlayStation

Game Directory

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- Final Fantasy VII
- Final Fantasy X
- Oddworld: Abe's Oddysee
- Capcom Generations
- SFII Collection
- Silent Hill
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- Resident Evil 3
- Tenacious Kicker 2
- Rabbid Invasion
- Metal Gear 2
- Overlord: The Menaced Soul
- Turbo Prop Racing
- Cocoon
- JC: Stealth Captain
- Jackie Chan's Street Master
- S.C.A.R.S.
- G. Driver
- Drive
- Sphynx Titan

Warning: This is a preview of a Japanese title that may or may not be included in the U.S. It is designed to run on a Japanese system. Expect all your own risk.



## Final Fantasy VIII

### The Eighth Wonder Of The Video Game World

**O**n May 15 in Japan, Square unveiled to an enthusiastic press the latest installment in what is undeniably the most popular RPG series in the entire world. The game, of course, is none other than Final Fantasy VIII. Later in the month, at E3, Square EA officially announced the game's U.S. release at a press conference during the show.

Always careful not to reveal too much too early, Square has only released a few minor tidbits about the game so far, as well as some screenshots and information regarding the game's first two main characters, Squall Leonhart and Laguna Loire. At the press conference in Japan, and then again at E3, they showed off a brief video of the game, showcasing mostly FMV scenes and some early battle sequences from the game, which according to Square, is currently about 20 percent complete.

The video opened with a huge tower-like satellite/antenna station on the screen (obviously of some significance to the plot). The scene then changed to seven fighter jets (airships?) flying across the sky in front of a huge moon, where the Final Fantasy VIII logo soon appeared. Afterward, we saw a fleet of huge ships forging through the sea. Standing on the deck of one of the ships was Squall, who checks out a map before suddenly dropping into a flashback sequence that shows him running through a desert, being chased by an armed vehicle. After this sequence, the video went

on to show various battle scenes (filled with flashy special effects), more FMV clips and a few in-game scenes. A couple of scenes worth noting were the awesome Leviathan summon spell (which is shown wiping out a huge spider-like mech robot), as well as the aforementioned satellite tower unleashing a massive attack on unsuspecting opposition. Needless



This area has been referred to as sort of a "West Point" in the FF8 world. It will no doubt play an important part in the overall story.

| Publisher/Developer                        | Players/Genre | % Done | Release                 |
|--|---------------|--------|-------------------------|
| Square Electronic Arts<br>Square Co., Ltd. | 1<br>RPG      | 20     | 4th Qtr.<br>1999 (U.S.) |

Web Address: [www.squaresoft.com](http://www.squaresoft.com)

## Squall Leonhart

### Character Information

Name: Squall Leonhart  
Age: 17  
Height: 5'10"



Squall is a poker-faced, short-spoken man who carries a unique sword known as the "Gunblade." That is, unless the subject at hand is one he's interested in, at which point he's known to become quite lively and outspoken. He's a bit of a loner (according to Square he has "little sense of comradeship for the people around him"), and he wears a necklace that bears a strange griffin-like symbol (the same one that can be seen near the barrel on the Gunblade). According to character designer Tetsuya Nomura, he wanted the character's name to have the meaning of a passing shower, which is how he came up with the name Squall. His last name, Leonhart, was the name of one of the main characters from an earlier 8-Bit Final Fantasy (for the Famicom) which never came to the United States. This isn't the first time Square has brought back names from earlier games in the series...

to say, the video was impressive.

When asked about the theme of Final Fantasy VIII, the game's producer, Hiroonobu Sakaguchi, responded "There are lots of elements in the game, but one of the members of the team, Tetsuya Nomura (the character designer who also did the character designs for Final Fantasy VII, Parasite Eve and the upcoming Brave Fencer Musashi) says that the theme is love." That might explain the man and woman who are embracing each other in the background of the game's logo.

## The Video



## The Gunblade



Squall's Gunblade may look somewhat like a gun, but despite the barrel, it doesn't fire bullets. Instead, if the trigger is pulled at just the right time (when the blade is striking an enemy), the damage caused by the blade will be doubled.

## インターナショナル プリビューズ

The main differences noted so far between Final Fantasy VII and Final Fantasy VIII are as follows: For one, the characters are

being designed to look more realistic than the characters in FFVII. The anime-like look of FFVII's characters will be replaced with more correctly proportioned models in FFVIII, mainly to make the transition from FMV to game more fluid and convincing. Sakaguchi explained that he wants to pursue a more in-depth and detailed story line for FFVIII, and he's seeking a more effective graphical expression for the storytelling. He added that he hasn't forgotten about the interactive elements that make it a video game, though. He also mentioned that Square's overseas offices (namely Square USA) are contributing to the technical aspects of FFVIII, namely the game's CG and development tools.

Another difference from FFVII is that this time the characters will all be fully texture-mapped. This too

will help make the in-game characters look more like their FMV counterparts. And last but certainly not least, for the first time in the series, all of your party members will be shown on the field at the same time. No more will you have one guy walking around when suddenly three people jump out of him to start chatting. Now everyone will be shown simultaneously, all the time.

The best news of all at this press conference concerned the game's release date. While it won't be released in Japan until "sometime this winter" (which basically means anytime before the end of the fiscal year next March), the U.S. release has been officially confirmed for the latter half of 1999, probably around September. To keep eager gamers from going out of their minds waiting for the game, a movie of FFVIII will be packed in with Parasite Eve when it's released here this September. Another demo—this time playable—will come bundled with Brave Fencer Musashiden when it is released in November.

We'll have our own playable demo on July 14 when Brave Fencer Musashiden hits Japan, so expect more coverage of what will surely become the most anticipated game of 1999 real soon. ●

Pick of the Show 



As was the case with Final Fantasy VII, FFVIII's backgrounds are rendered with fantastic detail.

## Gameplay Screens

As you can see, the gameplay environments in FFVIII are beautifully detailed, and have a bit of a futuristic look to them. Shown here along with Squall are two new characters, a man named "Zeru" (that's the literal Japanese translation) and an anonymous female (in blue).



## Laguna Loire

## Character Information

Name: Laguna Loire  
Age: 27  
Height: 5'11"



Unlike Squall, Laguna is a man of heart. He knows love and respects his duties. According to Square, he's an optimistic and vigorous person who enjoys the confidence bestowed in him by those around him. Not much else is known about him yet, but we do know that he's a former soldier who now works as a journalist. Apparently, Laguna and Squall, while both main characters, reside on different worlds. How their paths will cross hasn't yet been revealed, but the idea of possibly playing with two entirely different characters from the outset is quite attractive. Whatever the case, we'll know more on this as it develops. According to Nomura-san, the inspiration for the name Laguna came from none other than Laguna Beach, Calif., as well as the powerful sword Ragnarok (which, when broken down phonetically in Japanese sounds a bit like "la-gu-nar-ro-k").

## Vehicles

These three images show off one of the airships of Final Fantasy VIII. We can only assume that various other forms of transportation, like Chocobos, will be back as well. Nice weaponry, eh?



## Magic

While specific information about Final Fantasy VIII's Magic system hasn't been revealed yet, you can be sure that the effects will top even those of the amazing-looking Final Fantasy VII. Shown here are three of the classic spells in Level 3 form (Fire, Ice and Bolt) as well as the first revealed Summon spell, Leviathan.

### Fire 3



### Ice 3



### Bolt 3



### Leviathan



## Battle

As can be expected, Final Fantasy VIII's battles will be chock-full of never-before-seen special effects and graphical wizardry. Not much is known yet about the battle system itself, but the ATB (Active Time Battle) feature will of course be back, and so far, it seems that once again your battle party will consist of only three members at any one time.




Just one of the several renderings Square has released so far of backgrounds from Final Fantasy VIII...

## The FFVIII World

Like Final Fantasy VII, the backgrounds in FFVIII consist of amazingly detailed 2D images that the 3D characters interact "with." Here are the first batch of background renderings revealed.





2D, or not 2D...

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|-------|--------|----|---------------|--|
| Namco | 1      |    |               |  |
| Namco | Action | 10 | 1st Qtr. 1999 |  |

Web Address: [www.namco.com](http://www.namco.com)

# Pac-Man 3D

## I Ain't Afraid Of No 3D Ghosts

Mmm... delicious power pellets. Like in the original, these make it so you can eat the ghosts.

A good portion of the games of yesteryear have been taking a plunge into the world of 3D. Even with all of the enhanced retro titles on store shelves nowadays, one little yellow guy in particular really hasn't taken the trip just yet, even though a new game with him in it seems like a no-brainer. Pac-Man 3D from Namco puts the pellet-gobbler's sphere into a 3D world, and so far it seems like they're doing it right. This is the first title designed and developed by Namco's U.S. product development team.

Nothing in the E3 version of Pac-Man 3D seemed forced. The game's lead designer Jason Weesner commented, "We wanted to create unique levels of gameplay, yet retain the history associated with Pac-Man." And the retention of history is just what they're doing. When it comes down to it, Pac-Man is kicking it old-school so to speak except this time he's in a sharp-looking 3D world. Pac still has to avoid ghosts, eat power pellets and delicious types of fruit (which act as power-ups) and basically do what he has to do to get out of a level. This 3D update is hardly as simple as its arcade predecessor though. Pac-Man 3D puts you in a bright and colorful world, complete with mazes, puzzles, platforms and Bosses. In fact, at first glance our EIC John Davison thought Pac-Man 3D was for the Nintendo 64. That's how nice the game looks.

Since Pac-Man is in a new world, it only makes sense he'd have to try new activities such as flying, swimming and what Namco calls rocketing. Even though Pac can run around in all dimensions, the game is more similar to Pandemonium! than it is to Gex: Enter the Gecko. In addition to the 3D action levels, there's also an update of the original 2D version on the disc. Now the blue-outlined maze is in 3D and the camera has a tighter focus on Pac-Man, but this is more of a bonus than anything else. Namco originally was hoping to release the game in time for the holidays. However, since Pac-Man is Namco's mascot, they want to make certain this game lives up to the kind of anticipation a new Pac adventure will receive. Check out [www.video-games.com](http://www.video-games.com) for more info on Pac-Man 3D as the game progresses.

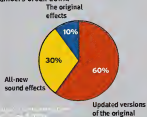


In addition to the regular game, Pac-Man 3D includes the original arcade version in a three-dimensional form.

## Pac-Man 3D Sounds

### The Old Wacam Wacam or Hi-Fi?

Pac-Man 3D's lead designer wasn't sure how the design team was going to approach the sound effects in the final version of the game. In the E3 version, sounds were almost directly lifted from the original Pac-Man. Believe it or not, they worked really well. So we asked roughly 1,200 people if they want the sound effects in Pac-Man 3D to be a) all-new sound effects, b) the original effects from the 2D version of Pac-Man or c) updated versions of the originals. Here's how the numbers break down:





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| Publisher/Developer   | Players/Genre  | % Done | Release          |
|---|----------------|--------|------------------|
| GT Interactive<br>Oddworld Inhabitants                            | 1<br>Adventure | 45     | November<br>1998 |
| Web Address: <a href="http://www.gtgames.com">www.gtgames.com</a> |                |        |                  |

## Oddworld: Abe's Exoddus

### Time To Save The Mudokons Once Again

It's an odd, Oddworld once again. Abe, the absinth-skinned Mudokon and star of GT Interactive's Oddworld: Abe's Oddysee title, will soon be embarking on his second journey, picking up precisely where his last mission left off.

The story begins at the point where, by destroying the factory and all the Mudokon bones stashed inside (during the end of the first game), Abe has given the Glukkons reason to need another cache of bones so they can continue making their carnivorous beverages. In Exoddus, you will again venture into the mission as Abe,

only this time, with more feeling. Not only will Exoddus include more gamespeak and more special features (like invisibility), you will also reportedly discover more Intelligent AI, and fellow Mudokons will wear their emotions on their skin, literally, as blue will depict melancholy, red will display anger, and so on. As Abe, you will have to interact with the Mudokons, by hugging and so forth, to keep them from committing suicide and even taking advantage of your kindness. Zombified Mudokons, notably Mudombs, will need Abe's assistance in finding their way to safety as well.

Many of the former enemies, such as Scrabs and Sligs, will return. However, Fleeches, Slurps, Necrum Spirits and Sligs will also attempt to keep you and your kind from safety. And while saving the Mudokons is foremost, there will be lots of chores for Abe along the way, so to speak.



Now, Abe can control an entire group of Mudokons at one time. Be warned, however: The Mudokons have volatile personalities. If you don't control them properly, they may throw a tantrum, or worse, commit suicide. Soends like Tamagotchi, doesn't it?

## Behind the Screens

### The Next Oddysee

You may know that Abe's Oddysee is part one of a quintology (that's a five-part series to you non-scientists out there). Abe's Exoddus is actually not part of this quintology. Part two of the series is going to be called Oddworld: Munch's Oddysee. Oddworld Inhabitants (the developers) have such a grand artistic vision for part two, they're waiting for a larger, more powerful canvas to paint on. "We definitely won't be doing Munch's Oddysee on the PlayStation," says Lorne Lanning, president of Oddworld Inhabitants. "We're going to wait for a more powerful system. Whether that system will be Dreamcast remains to be seen."

So where does Abe's Exoddus fit in all of this? GT Interactive knew that Oddworld Inhabitants weren't going to put Munch's Oddysee on the PlayStation. So GT basically explained to them that they'd be crazy not to do one more PlayStation Oddworld game, seeing how the first game met with such critical and financial success. Oddworld Inhabitants agreed, so now we have Abe's Exoddus.

Just remember, all of the games in the Oddworld quintology will have "Oddysee" in the title. Anything with "Exoddus" is considered outside of the quintology. Got it?



The game and graphics engine is unchanged from Abe's Oddysee, but the puzzles are all new. In fact, Abe's Exoddus has more than 700 new screens.



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Publisher/Developer Players/Genre % Done Release

Capcom Capcom 1-2 Completion 60 4th Qtr. 1998

Web Address: www.capcom.com

# Capcom Generations: Street Fighter II Collection

## The Classics Are Back

### My 2 Cents

First we get Super and Super Turbo together in one compilation, then SFII and SFII: CE in another. What a waste. Couldn't these classics been arranged a little better?

Here's my dream compilation: Street Fighter I, SFII: Championship Edition, SFII Turbo: Hyper Fighting, Super SFII Turbo, SF Alpha 2 Gold, SF EX Plus α and SFIII: 2nd Impact. Now how awesome would that be?

-Dan "Shoe" Nsu

**T**his second Street Fighter collection brings together the first three games that started one of the greatest crazes in video game history, the fighting game. Street Fighter II, Street Fighter II Championship Edition and Street Fighter II Turbo: Hyper Fighting make up this newest compilation from Capcom.

Street Fighter II, in case you've been away from this planet for the past eight years, is the one that started the phenomenon. This one has the original cast of eight characters. Championship Edition not only let players play as the same character but let you play as the four Bosses as well. Hyper Fighting, what many of us consider the pinnacle of the SF franchise, brought new moves and faster gameplay to the series.

If you have the first SF II Collection, don't miss out on this one. Together, the two make up the definitive Street Fighter library.

All the classic fighters and their signature moves are here. Ah...remember these good of days?



Publisher/Developer Players/Genre % Done Release

Konami Konami Co. Ltd 1 Adventure 20 November 1998

Web Address: www.konami.com

## Silent Hill

Pick of the Show

One of the surprise hits of E3 was without a doubt Silent Hill. Imagine Resident Evil with a fully 3D polygonal environment, some of the coolest lighting of any game you've ever seen and throw in a combination of out-and-out gothic horror with weird and disturbing visuals.

Although only two early scenes were on show in Atlanta, Silent Hill already looks to have enormous potential. By combining the dramatic camera angles of Resident Evil with a fully 3D environment the net



result provides some thrilling movie-like sequences. As the hero runs down a dark alley the camera skims the ground in front of him looking up toward his face before swooping up into the corner of the room to provide a more open scene.

The game has a very disturbing story concerning a man who loses his young daughter in the town of Silent Hill as it slips between the "real" world and another more hellish domain. There's a lot of blood here...and some seriously nasty scenes with corpses and the scary-looking hell-spawn.

All of the story scenes are told with some of the most convincing CG cinema work we've ever seen—the expressions on the faces of the characters manage to convey emotion unlike anything you may have seen before.

The game has yet to be approved by SCEA, but as soon as we have any more information we'll bring you as much as we can.

The game is very dark throughout—and it makes use of some very effective lighting and fogging to provide a more convincing horror-movie environment.



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Publisher/Developer    Players/Genre    % Done    Release

Capcom  
 Capcom    1-2  
 Fighting    10    October  
 1998

Web Address: [www.capcom.com](http://www.capcom.com)

## DarkStalkers 3

It's A Monster Mash

**T**he DarkStalkers series has up until this point essentially been "Street Fighter with monsters." At its core, DarkStalkers 3 is still just that, but it has a few twists that manage to make it feel quite a bit different.

For example, the Dark Force power-up, which takes one level of your super meter, acts a bit like the gems did in Marvel Super Heroes. Each character is affected differently by Dark Force. Some characters get armor, others get mirror images of themselves that double their attack power, etc. There are also two types of super moves in the game. ES moves are powered-up versions of normal moves, like super fireballs, extra-damaging throws and multiple Dragon Punches. EX specials are entirely different moves. For instance, Demetri can turn his opponents into little girls (even the boys turn into girls—don't ask), pick them up by the neck, and choke blood out of them, while Lilith tosses a top hat at her opponent. If the hat hits, her enemy is forced to do a little dance, taking damage all the while.

So far, the PlayStation version looks and plays as well as can be expected. Naturally, the animation isn't as smooth as the arcade or Japanese Saturn version, but it is more than adequate. If you're looking for a Capcom fighter a bit different from the average Capcom fighter, then keep an eye out for DarkStalkers 3. ●



DarkStalkers 3 has some of the most unconventional combos of any fighting game on the market.



Publisher/Developer    Players/Genre    % Done    Release

Electronic Arts  
 Press Start    1-2  
 Sports    60    3rd Qtr.  
 1998

Web Address: [www.easports.com](http://www.easports.com)

## Knockout Kings

It's amazing that it's taken this long for a boxing simulation to hit the PlayStation, but what's not surprising is that EA is the company that decided to break the dry spell. Finally, boxing fans will be able to step into the ring with Knockout Kings.

In their efforts to make a comprehensive boxing game that spans generations, EA licensed more than 38 real boxers that include legends such as Muhammad Ali and Sugar Ray Leonard in addition to current favorites such as Evander Holyfield and Oscar De La Hoya (who also served as a consultant and

provided motion-capture). Each 3D boxer looks very close to their real-life counterparts thanks to texture-mapped faces and similar polygonal body models. Additionally, each boxer's vital fighting statistics (such as strength, fighting style, weight, height, stamina and reach) will provide the soul of each fighter, and will determine how he can be used or abused in the ring.

Apparently, EA is sparing no expense in making this game an immersive boxing experience. The voice of Mills Lane will provide the instructions before each fight, followed by two-man commentary by Sean O'Grady and AJ Albert. With such attention to detail being put into Knockout Kings, the future seems bright for the PlayStation's first true boxing simulation.

Tons of motion-captured moves should ensure that Knockout Kings looks and plays like a real boxing match.



Texture-mapped faces give the boxer character, especially when they're beaten bloody.



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dead body's ear.

sometimes death is just the beginning



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THE HEARTLESS



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Published/Developer Players/Genre % Done Release

MGM Interactive  
Black Ops 1 Action N/A 2nd Qtr. 1999

Web Address: [www.mgminteractive.com](http://www.mgminteractive.com)

## Tomorrow Never Dies

### Black Ops to Make A Special Bond

The biggest news on the Tomorrow Never Dies front is the recently pushed-back release date. Now the game developed by Black Ops is coming out way in the second quarter of '99 instead of fourth quarter '98. Why? The answer is simple, according to a spokesperson for MGM Interactive, "Since this is the first Bond game on the PlayStation we want [Tomorrow Never Dies] to look butt." MGM believes the extension will give the team that much more time to make the game amazing. But will the extra time do the trick? If the version we scoped at E3 is any indication of what's to come, then yes. The graphics in the latest revision look improved over old versions, and the overall feel is tight. What's more, TND looks quite original for using a license that can easily be corrupted.

Of course, Bond will do all kinds of interesting, action-packed things. Some that should make it into the final product are flying, driving, skiing, scuba diving and go on foot somewhat similar to GoldenEye. The game's story, believe it or not, starts where the movie *Tomorrow Never Dies* ends. Why such an unorthodox move? MGM and Black Ops know part of the fan of a James Bond film is discovery, so they want to have a story that allows the player to slowly piece



Look familiar? Don't be fooled, the resemblance to GoldenEye 007 is only because it's a James Bond game.

together what's going on, figure out who the mastermind is, and then go save the world. If they simply made a game based on the movie's plot you'd know what's about to happen. From what Black Ops has told us, they want TND to stand on its own as a game first and foremost. The movie license comes second. Also note: Although the number of players in the box above only says one, there is talk of possibly including Multiplayer Modes by the time the game's released.

Bond doesn't just go it on foot in TND, he also jumps in his fancy ride, skies and flies.

Published/Developer Players/Genre % Done Release

Atlus Hudson Soft 1-5 Action 85 October 1998

Web Address: [www.atlus.com](http://www.atlus.com)

## Bomberman World

Hudson's first PlayStation Bomberman game is headed our way later this year courtesy of Atlus. Unlike the recent N64 version of Bomberman and its upcoming sequel, Bomberman World is more of a traditional B-man game. The gameplay is essentially 2D, but all of the characters and playfields are polygonal, and the overhead view is now isometric.

Bomberman World has three different main modes of play (Normal, Battle and Challenge), each with several sub-modes of its own. The Normal game features 25 stages (five worlds with five areas in each) of traditional Bomberman play. The object is to collect crystals on each stage which open up doors that allow you to move on to the next stage. The usual assortment of power-ups and vehicles are in abundance this time as well. The Battle Mode (what Bomberman is all about) allows up to five people to go at it on 30 different themed stages in one of two modes (Battle Royal and Maniac Mode). There's also a new Challenge Mode where you get to choose a certain preselected batch of power-ups and then play as far as you can without dying or running out of time.

In addition to saving your place with a password, you'll now be able to use the Memory Card to save if you wish. Also, the U.S. version of Bomberman World will now support the Dual Shock controller (a nice enhancement). Watch for it this October.



Bomberman World's 3D graphics are pretty at times, but the gameplay is still very much old-school B-man.

This time around, the Battle Mode features 10 different stages and eight characters to choose from.

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ATLUS®

Publisher/Developer Players/Genre % Done Release

Electronic Arts  
Delphine 1-2 Racing 60 October 1998

Web Address: [www.ea.com](http://www.ea.com)

## Moto Racer 2

Think  
Excitebike  
In 3D

The desert sand will affect how your bike controls, so watch those corners and jumps.

**M**ost sequels come and go. The ones that stand have something memorable added. *Moto Racer 2* from Electronic Arts may just have that special something: A new 3D Track Creator to design custom courses, which can then be saved to a memory card. Essentially you'll never run out of tracks since you can make your own and trade with your neighborhood chums. You can make hills, jumps, valleys and change the course from dirt to city street with the push of the button and simply save it to a standard memory card. This feature alone should bring back those fun memories of *Excitebike* on the NES, and looks to be more



At E3, the track editor lets you choose between an asphalt and a dirt track.

versatile than Jerry McGrath's track editor.

The game maintains its speedy engine and tight control but with slightly enhanced graphics. Track-wise, *Moto 2* lets you race in real locations such as the Sahara Desert and Amazon Rain Forest, plus more than 25 other new tracks. With these locations comes an array of weather effects. A sandstorm in the desert will make your bike drift, whereas a downpour will make it easier for you to slide. The added Dual Shock support should make the playing experience even more enjoyable, for both the vibration and analog control. *Moto 2* features an Arcade and Simulation Mode, but will also give you a Three-player Mode for a split-screen chance to beat your friends. ●



Publisher/Developer Players/Genre % Done Release

Edic  
Graphic Brain 1 Active 30 November 1998

Web Address: [www.edic.com/usa/](http://www.edic.com/usa/)

## Omikron: The Nomad Soul

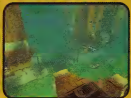


Omikron's street signs, pedestrian traffic and bad neighborhoods make you feel like you're in a real, giant city.

*Omikron: The Nomad Soul* is seemingly several games in one, but first and foremost it promises to be an epic adventure. Set in the parallel universe of Phaeton, players wander through the immense, 3D city of Omikron, where an evil demon prince is sucking souls from the unsuspecting populace.

You get around Omikron either on foot or in a vehicle, and when you enter buildings the game switches to sort of a *Tomb Raider*-style shooting mode. You can even engage in hand-to-hand combat with the city's more troublesome residents, at which point the game becomes a full-fledged yet perhaps the coolest thing about the game. Is that you never run out of lives. If a baddie whacks your character, you're taken to the end of the last season you finished before dying. So—and here's the weird part—you might come back as a female character or even a child.

The city itself comes alive with fog effects, thousands of pedestrians, gyrocopters and vehicle traffic. Graphic brains made heavy use of motion capturing to make the characters as lifelike as possible. The in-game characters even make facial expressions and move their lips when they talk. Still, the game does promise quite a bit. We'll have a better idea on whether it delivers when we get a playable preview version.



NAME:  
RIPLEY  
ELLEN

DUE THIS FALL

ALIEN  
RESURRECTION  
THE GAME



Publisher/Developer    Players/Genre    % Done    Release

Sony Computer Ent.    1-2    Racing    90    July 1998

Web Address: [www.playstation.com](http://www.playstation.com)

## Turbo Prop Racing

### Water Sports Invasions Invade The PlayStation

The Canyon course features heavy rapids and lots of negative power-ups.



**T**urbo Prop Racing is the newest addition to the growing motorboat racing genre. Six environments (Alaska, Miami, Costa Rica, etc.) and 18 different track combinations provide the catalyst for this high-speed water extravaganza. Race these tracks with up to 10 different craft ranked by the usual speed, handling and acceleration classifications.

What to expect? Good speed emulation and plenty of icon grabbin' to keep those speeds alive. Also get ready for wide-banked tracks complete with long sweeping curves to accommodate the pace as well as the nudging competition. As for the water effects—it's no Wave Race but then again the PlayStation can only handle so much polygon manipulation. Dual Shock compatibility provides precise steering not to mention quite a bit of vibration due to the thrashing water.

At this point the focus of the game is where it should be—the racing gameplay. Your eyes will dart between navigating the course and spotting the next competitor to



pass. And that, my friends, is the sign of a good racer. Even though this game has been previously released in Europe as Rapid Racer, it looks quite good in its second incarnation here in the States.



Publisher/Developer    Players/Genre    % Done    Release  
 Fox Interactive    1    Action    40    4th Qtr. 1998  
 Web Address: [www.foxinteractive.com](http://www.foxinteractive.com)

## Croc II



Fox Interactive and Argonaut Software will hopefully waste no time bringing us the sequel to the first true 3D action game on the PlayStation. Unfortunately, we have yet to actually sit down and play the game since all Fox had on display at E3 was a videotape of 40 percent complete gameplay. Croc II runs on a modified version of the original Croc engine, which isn't a bad thing considering the first was quite impressive, at least graphically. "It's a further evolution of the engine. Argonaut learned a lot from Croc that they implemented in Croc II," commented David Stalke, producer of both Croc: Legend of Gobbos and Croc II. Running in hi-res at 30 frames per second, Croc II promises to blow away its predecessor at least from a visual standpoint.

After defeating the evil Baron Dante in the first game, the back-packed reptile leaves his adoptive island home in search

of his long-lost parents. As luck would have it, the Baron is far from finished. Thanks to Croc's upcoming journey, we'll be treated with a variety of new environments. Based on art and screenshots, Croc looks like he'll be visiting a number of unique worlds, including the Wild West, an Inca Village and a snow world. Upon entering a new world, the appearance of Croc's furry Gobbo pals will change to match the given environment. Also expect larger areas to explore instead of a number of small ones broken up with load time like the first one. Hopefully the problems in the first Croc will be changed in Croc II. Thanks go out to the *Official U.S. PlayStation Magazine* for most the info on this one.

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| Publisher/Developer   | Players/Genre     | % Done | Release          |
|---|-------------------|--------|------------------|
| Midway<br>Shiny Ent.  | 1-2<br>Simulation | 20     | November<br>1998 |
| Web Address: <a href="http://www.midway.com">www.midway.com</a> |                   |        |                  |

## RC Stunt Copter

Less Fight,  
More Flight

**H**ow's this for a big boast: Shiny claims the controls for its RC Stunt Copter—published by Midway—are so accurate that if you play the game long enough, you'll be able to fly a real-world RC helicopter. We didn't play the game nearly that long at E3 to test this theory, but we can say the controls take a bit getting used to. Just like a real helicopter, the RC aircraft in the game uses one stick to control flight direction and another to control altitude. Hence, RC Stunt Copter works ideally with the Dual Shock analog controller.

Gameplay is reminiscent of Pilot Wings. You fly a variety of RC helicopters through courses filled with obstacles, such as balloons, and objects to collect. Varying weather makes flight a bit more challenging, as well. Newbies to the game can progress through its Training Mode—probably a good idea, since the physics are so true-to-life. Although the version we saw at E3 didn't look all that spectacular in terms of graphics, this game will no doubt appeal to flight-sim fanatics—and anyone else whose parents never bought them a \$5,000 RC chopper. ●

Helicopters—even RC ones—are supposedly the most difficult aircraft to fly, so this game will take patience.



| Publisher/Developer   | Players/Genre | % Done | Release          |
|---|---------------|--------|------------------|
| Midway<br>Radical Entertainment                                 | 1<br>Action   | 25     | 1st Qtr.<br>1999 |
| Web Address: <a href="http://www.midway.com">www.midway.com</a> |               |        |                  |

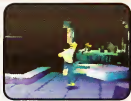
## Jackie Chan's Stunt Master

Streaking toward an early 1999 release on a wave of unpredictable originality comes Jackie Chan's Stunt Master. Would you believe it, it's a 3D cooking game. No, no, no. It isn't. Sorry...it's a 3D platform/adventure/fighting game. Think Double Dragon, think Fighting Force, think "Oh my God, I really wasn't expecting that."

While the mechanics of the game are superficially about as original in concept as a spoon, the underlying story and structure is actually quite cool. You play Chan (obviously) and the action takes place on the movie set of his next film. As he's happily filming, things start to go crazy on the set and the lines between what is being produced for the film and what is actually a threat become somewhat blurred. As you would expect, lots of fighting ensues.

It has to be said that Jackie Chan is one of the coolest people in movies so it's great to see that he is so actively involved in the production of the game. Radical is working with him on all of the moves for the game, and he's been hooked up to a motion-capture setup already in order to capture his acrobatic tendencies.

The preview at E3 was obviously extremely early, but already the central character was recognizably Chan. Watch out for more information later in the year.



Despite having no facial features, the way the central character both looks and moves is unmistakably Jackie Chan.





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| Publisher/Developer   | Players/Gears        | % Done | Release      |
|---|----------------------|--------|--------------|
| Ubisoft<br>Vivid Image  | 1-4<br>Combat Racing | 75     | October 1998 |
| Web Address: <a href="http://www.ubisoft.com">www.ubisoft.com</a> |                      |        |              |

# S.C.A.R.S.

## Combat Racing With Animal Magnetism

**S**.C.A.R.S. is basically a combat racing game juiced up with somewhat bizarre themes and subplots. The tale goes as follows: Super-intelligent computers run the land in 3000 AD. Out of boredom they create and race a series of super combative vehicles—each with its own animal theme. They call it, Situational Computer Animal Racing Simulation or S.C.A.R.S. for short.

Far-fetched plot aside, this combat racer has some nice features going for it. Namely decent driving playability as well as a deep and detailed 3D appearance. Generous amounts of light sourcing as well as seamless backgrounds helps set the stage for

Notice the intense light-sourcing appearing all over the screen.



S.C.A.R.S. features a lot of hilly terrain creating an intense roller-coaster racing experience.

nasty combat racing on eight rolling tracks.

Each of the nine vehicles sports a far-out animal-inspired look along with such names as Lion LK, Tiger Shark and Rhino Roadster. Interesting concept, but when the race is on, all focus turns to grabbing weapon icons and blowing opponents off the track. To accommodate the destruction, nine weapons ranging from homing missiles to road mines are available.

Although combat racing is nothing new, S.C.A.R.S.' unique look and gameplay could be a nice addition to the genre. Let's hope the animal rights activists can handle the themes.



| Publisher/Developer                                       | Players/Gears | % Done | Release        |
|---|---------------|--------|----------------|
| THQ<br>Tajiri   | 1-2<br>Action | 60     | September 1999 |
| Web Address: <a href="http://www.thq.com">www.thq.com</a> |               |        |                |

# G. Darius



We mentioned fish, and here they are. Most of them look very similar, but get much more threatening. Just bring some choice tartar sauce, and you'll be fine.

If you happen to dislike aquatic life, G. Darius may be just the game for you. Always pitting you against robotic fish and other odd enemies, Tajiri's Darius series has produced some incredibly strange shooters. And thanks to THQ, PlayStation owners will soon be treated to G. Darius, the latest addition to the long-running series.

Shooters don't require much thinking, and that's a good thing when it comes to G. Darius. After all, who really wants to give any thought as to why you must defeat robotic fish and animals armed with missiles, lasers and other deadly weaponry?

All goofy plot elements aside, G. Darius looks to be shaping up to be a pretty impressive, but traditional side-scrolling shooter. Sure, it has polygonal graphics, but the game still plays like previous 2D shooters, with the exception of a few notable items.

One of the G. Darius' most interesting elements is your ship's ability to fire special "capture balls" that allow your ship to force any enemy (except Bosses) to fight alongside of you. As you might expect, this adds a lot to the gameplay since you must choose which enemies best enable you to kill his friends (kind of ironic, isn't it?) Just as impressive is G. Darius' depth. Not only does the game allow you to select levels via a stage pyramid, it also demands that you select different paths within gameplay, effectively doubling the size of each stage.

Without a doubt, these features give G. Darius incredible depth—something often missing in shooters. Suffice to say, we're pretty excited about this shooter, and even more pleased by the prospect that this genre seems to be on a comeback in the United States. It's about time.



This big ship on the bottom left was commandeered against his will. Too bad he has to kill his friends now.



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## Driver

### Mix Destruction Derby With Starsky & Hutch

It's really surprising that no one has done this before. Virtually every cool action film and TV cop show has good old-fashioned car chases in them... so why haven't there been any car chase games?

Now there is... developed by the U.K.-based team that produced both Destruction Derby games for PlayStation, and the chase-based team for *Psygnosis*. It is one of the most impressive car games that we have ever seen. The player takes on the role of a getaway car driver, and the basic objective of the game is to meet up with criminals as they are leaving their heists and drive them to safety. Simple.

What makes the thing so impressive though is the fact that the chases take place in some of the most accurate modeled cityscapes we've seen on any system. The team apparently drove around each city and took video of every street to make sure that they got buildings in the right places. One guest at *Reflection's* booth at E3 felt so familiar with the map of Miami the team had made that he drove around and pointed out the apartment building he used to live in!

Despite the realism of the maps though, it's the tire-squealing '70s cop show-inspired action that really makes



*Starsky & Hutch*-style car chases even take you down the alleys between the buildings. Look out for big boxes of garbage to smash through in the final version.

This game an exciting prospect. Tearing around the streets of San Francisco with loads of cops on your tail, while weaving in and out of the sensible, law-abiding drivers and pedestrians of the city is a truly wonderful experience.

*Driver* has yet to be signed to a publisher—but from what we saw at E3 it's only a matter of time. Watch out for more news on this in coming months.



Publisher/Developer Players/Genre % Done Release

989 Studios 1 November  
989 Studios Action 50 1998

Web Address: [www.playstation.com](http://www.playstation.com)

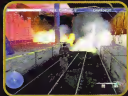
## Syphon Filter



Gabriel Logan has a tough assignment. He must navigate through seven assassin-filled levels while convincing gamers that *Syphon Filter* is no *Tomb Raider*/*Metal Gear* clone. Of course the latter is not really Gabriel's concern, but it's definitely something the developers (989 Studios, formerly Sony Interactive Studios) are clearly trying to accomplish.

To help break away from similar games, *Syphon Filter* places the emphasis on action and less on puzzle-solving elements. That's not to say the action is mindless. Enemies are placed in strategic locations which require some planning prior to assault. The best example of this is in the park level where snipers are trying to prevent you from completing your objectives by cornering you into traps. In addition to making you use your head, you'll have access to more than 20 weapons which range from the standard to the "oh yeah" level. Zoom scopes are one of the trendier accessories making their rounds in other games and they have found a home here. *Syphon Filter* does up the ante a bit by adding an infrared scope which detects body heat and tracks enemies by it. Very cool.

In the end, it'll take good enemy AI and proper level balancing to make Gabriel and his game standout out from the pack.



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# T

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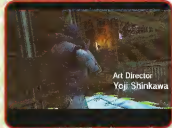
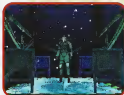


## Metal Gear Solid

While the E3 version of Konami's Metal Gear Solid didn't have any areas we haven't seen before, it did at least have English text...



I'll instruct you by Codec after you reach your target.





NINTENDO<sup>64</sup>

Only For

# Make your Mamma Proud, Play Chess.



## VIRTUAL CHESS 64

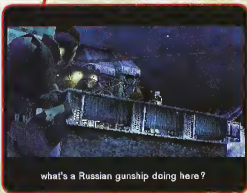
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## Metal Gear Solid (Contd.)

Konami is being super tight about releasing any information on MGS beyond the game's first main area. We want more, Konami!



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## X-Men

Activision's 3D fighter—officially sanctioned by Marvel Comics—will feature more than a dozen heroes and villains from the X-Men series.



## GameDay 99

Smarter artificial intelligence, better shading, more polygons per player and a new game engine. GameDay 99 may very well be the best football sim of all time! We'll let you know.



## Tobu

Help Tobu save his uncle from an evil emperor in this 3D action game from Sony. Look for it in the fourth quarter of this year.



## Rally Cross 2

A new game engine and licensed cars top the list of improvements in this year's Rally Cross.



## Heart of Darkness

Heart of Darkness from Interplay and Amazing Studios has been in development forever, but we should see it later this year.



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## PLAYSTATION



## Twisted Metal 3

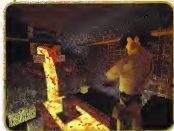


TM3 is not from SingleTrac—it's from Sony's 989 Studios. It wasn't at E3 so we don't know if it'll live up to the TM name.

## Indiana Jones and the Infernal Machine



Due early next year from LucasArts, this 3D adventure has Dr. Jones outwitting the Soviets and—even worse—snakes in 16 exotic locales.



## Colony Wars: Vengeance

Sadly, these new shots don't show Psygnosis' addition to the Colony Wars engine. CV now features planet-based missions that have you skimming over rolling terrain, battling huge spidery robots.



## Gex 3: Revenge of the Gecko

Gex 3: Revenge of the Gecko uses the same game engine as Enter the Gecko, but has all-new levels and costumes. Here are a couple of shots from the Snowboarding and Pirate levels.



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## PLAYSTATION



## Centipede

This 3D update to Centipede features both an Arcade and a Quest Mode but still feels a lot like the original (which is a good thing). Look for it from Hasbro Interactive in October.



## Bloodshot

This semi-futuristic 3D action/adventure game from Acclaim features sweet graphics, a main character made up of nano-machines and a load of weapons and vehicles.



## Clock Tower II: The Struggle Within

This is the sequel to the terrifying point-and-click adventure from ASCII. This time, you play a woman with a multiple personality disorder.



## Freestyle Boardin' 99

Capcom's surprise game at E3 is, of all things, a snowboarding game. You can race several downhill courses, or you can hit the giant jump or the half-pipe. Different characters and boards round out the package.





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August 1998

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Compiled by: John Stockhausen

## PLAYSTATION

|                                      |                      |           |             |
|--------------------------------------|----------------------|-----------|-------------|
| Adidas Power Soccer 98 MC            | PlayStation          | July      | Sports      |
| Crim. Elder                          | Interplay            | July      | Action      |
| Demolition Zone                      | Midwest              | July      | Action      |
| Karna                                | Atari                | July      | RPG         |
| NBA: Bottom of the 9th Inning        | Konami               | July      | Sports      |
| NFL Xzone                            | PlayStation          | July      | Sports      |
| Thunder Force IV: Perfect System     | Working Designs      | July      | Shooter     |
| Turok 2                              | SCG                  | July      | Action      |
| Turbo Over Racing                    | SCGA                 | July      | Racing      |
| Ultimate Defcon 3                    | MCA Interactive      | July      | Action      |
| WWF: WrestleMania                    | Acclaim              | July      | Action      |
| Breakneck Circuit Pro Bowling        | THQ                  | August    | Sports      |
| C.A.C. Bad News: Resurrection        | Midwest Studios      | August    | Shooter     |
| C: The Contra Adventure              | Konami               | August    | Action      |
| Civilian SIM                         | 999 Studios          | August    | Fighting    |
| Circuit Breakers                     | Midwest              | August    | Racing      |
| Eliminator                           | Psygnosis            | August    | Shooter     |
| Golden Goal Soccer                   | Take 2               | August    | Sports      |
| Hardball 2                           | Acclaim              | August    | Sports      |
| Heart of Darkness                    | Interplay            | August    | Adventure   |
| I-Soccer: The '98                    | Konami               | August    | Sports      |
| Packard Fighter                      | Cipacorn             | August    | Fighting    |
| Seminal Returns                      | PlayStation          | August    | Adventure   |
| Shadows Gunner                       | 999 Studios          | August    | Action      |
| Shogun: The Legend of the Blood      | Working Designs      | August    | Action      |
| Small Soldiers                       | EA                   | August    | Action      |
| Space World                          | PlayStation          | August    | Music Sim   |
| Team Lucha Libre: Racing             | PlayStation          | August    | Racing      |
| Ultimate War                         | Cipacorn             | August    | Shooter     |
| Viper                                | Midwest              | August    | Action      |
| World of Warcraft                    | Blizzard Interactive | September | Strategy    |
| Capcom Generations: 1942             | Capcom               | September | Competition |
| Capcom Generations: Genesis & Saturn | Capcom               | September | Adventure   |
| Code of Decipher                     | THQ                  | September | Action      |
| Devil Dice                           | THQ                  | September | Action      |
| Duke Hudson: Time to Kill            | GT Interactive       | September | Action      |
| Earthworm Jim 2                      | THQ                  | September | Sports      |
| FOX Sports Interactive Hockey        | FOX Interactive      | September | Sports      |
| FOX Sports Interactive Tennis        | THQ                  | September | Shooter     |
| G. Star                              | THQ                  | September | Racing      |
| International Rally Championship     | THQ                  | September | Action      |
| John World: Mend Herding Madness     | PlayStation          | September | Action      |
| L.A.R.D.: 3x3x3                      | EA                   | September | Action      |
| Laster Silver Star Story—Complete    | Working Designs      | September | RPG         |
| Madden NFL 99                        | EA                   | September | Sports      |
| Master of Blenders                   | ASCII                | September | Strategy    |
| Mega Man Legends                     | Capcom               | September | Action      |
| Motorhead                            | FOX Interactive      | September | Racing      |
| NCAA Football 99                     | EA                   | September | Sports      |
| NF: B2X                              | Midway               | September | Sports      |
| NFL: Commentary 99                   | 999 Studios          | September | Sports      |
| Play: Shadow of Darkness             | Exide                | September | Action      |
| Remission One                        | Seurat               | September | RPG         |
| Pop Pop 2                            | Konami               | September | Action      |
| Real Challenge United by Real        | Capcom               | September | Fighting    |
| Ricky McQueen                        | PlayStation          | September | Action      |
| Sports the Dragon                    | SCGA                 | September | Action      |
| Utes of Destiny                      | Nintendo             | September | RPG         |
| Tiger Woods 99                       | EA                   | September | Sports      |
| THQ: Young Car Championship          | THQ                  | September | Racing      |
| Trap Gunner                          | Atari                | September | Action      |
| Wheel of Fortune                     | Midwest Interactive  | September | Simulation  |
| Wild 9                               | Interplay            | September | Action      |
| Witchaven: One                       | Midwest              | September | Racing      |
| Witchaven: Classics                  | Activision           | September | Competition |
| Wii Star: Tennis 99                  | Ubi Soft             | October   | Sports      |
| Wreckless World                      | Hot B                | October   | Sports      |
| Bomben: World                        | Atari                | October   | Action      |
| Crashbandit                          | Midwest Interactive  | October   | Action      |
| Crashbandit 2                        | PlayStation          | October   | Action      |
| Crashbandit 3                        | Capcom               | October   | Fighting    |
| Crashbandit 4                        | THQ                  | October   | Action/Adv  |
| Dave Dinty                           | THQ                  | October   | Racing      |
| F 1 98                               | PlayStation          | October   | Racing      |
| F 1 99                               | Ubi Soft             | October   | Racing      |
| F 1 Racing Simulation                | Atari                | October   | Action      |
| High Street                          | GT Interactive       | October   | Action      |
| Invasion from Beyond                 | Midwest Interactive  | October   | Simulation  |
| Ironpunch                            | EA                   | October   | Sports      |
| Knockout Kings                       | EA                   | October   | Sports      |

## PLAYSTATION cont.

|                            |                       |         |           |
|----------------------------|-----------------------|---------|-----------|
| Medevil                    | SCGA                  | October | Fighting  |
| Nutri Base Solid           | Konami                | October | Action    |
| Oni                        | Midwest               | October | Action    |
| National Hockey Night      | Radical Entertainment | October | Sports    |
| NBA Tonight                | Radical Entertainment | October | Sports    |
| NCAA Gamecenter 99         | 999 Studios           | October | Sports    |
| NHL: FaceOff 99            | 999 Studios           | October | Sports    |
| Party Boxes                | THQ                   | October | Racing    |
| Ragat: Trip                | GT Interactive        | October | Action    |
| Rush 2: Extreme Racing USA | Ubi Soft              | October | Stomp     |
| S.C.A.R.S.                 | Ubi Soft              | October | Racing    |
| Star Trek: Klingon Academy | Interplay             | October | Adventure |
| Tarzan 2                   | Acclaim               | October | Action    |
| Tot Pole 2                 | Acclaim               | October | Racing    |
| Trial 99                   | Midwest               | October | Fighting  |
| Ultimate Fighting 99       | EA                    | October | Action    |
| Ultimate Golf 99           | Interplay             | October | Sports    |
| X Games Pro Boarder        | Radical Entertainment | October | Sports    |
| X-Men: Mutant Apocalypse   | Square                | October | RPG       |

## NINTENDO 64

|                              |                  |           |           |
|------------------------------|------------------|-----------|-----------|
| GT 64 Championship Edition   | Infogrames       | July      | Racing    |
| Madison Impalpable           | Infogrames       | July      | Adventure |
| Madden NFL: 98               | Nintendo         | July      | Sports    |
| Deadly Arts                  | Konami           | August    | Fighting  |
| Pro World Grand Prix         | Video System     | August    | Racing    |
| F 1 Zone 2                   | Midwest          | August    | Racing    |
| Rising Dragon                | Nintendo         | August    | Fighting  |
| Gen 64                       | Crystal Dynamics | August    | Action    |
| Leggy's Soccer: Balls        | Activision       | August    | Action    |
| 15 Soccer '98                | Konami           | August    | Sports    |
| NFL Quarterback Club 99      | Activision       | August    | Sports    |
| WWF: WrestleMania            | Acclaim          | August    | Action    |
| Rock Bumble                  | Ubi Soft         | September | Action    |
| Lethal Force 98 3            | Interplay        | September | Action    |
| Madden NFL 99                | EA               | September | Sports    |
| NFL 98                       | Midway           | September | Sports    |
| S.C.A.R.S. 2                 | Ubi Soft         | September | Racing    |
| Toxic Trouble                | Ubi Soft         | September | Action    |
| WCM/NWO Revenge              | THQ              | September | Action    |
| All Star Tennis 99           | Ubi Soft         | October   | Sports    |
| Ball-A-Ware 3                | Acclaim          | October   | Party     |
| Extreme G 2                  | Acclaim          | October   | Racing    |
| F 1 Racing Simulation        | Ubi Soft         | October   | Racing    |
| Fighting Force 64            | Edco             | October   | Action    |
| NBA Jam 99                   | Acclaim          | October   | Sports    |
| Penny Racers                 | THQ              | October   | Racing    |
| Rush 2: Extreme Racing USA   | Midway           | October   | Racing    |
| Space Station: Soccer Valley | Take 2           | October   | Adventure |
| Superman 64                  | THQ              | October   | Action    |
| Turk 2                       | Acclaim          | October   | Action    |
| Wipe Out: Corker 64          | Ubi Soft         | October   | Action    |

## GAME BOY

|                           |          |           |           |
|---------------------------|----------|-----------|-----------|
| Dave's Madon              | THQ      | July      | Action    |
| Harvest Moon              | Enix     | July      | RPG       |
| Legend of the Silver King | Enix     | July      | RPG       |
| Small Soldiers            | THQ      | July      | Action    |
| Mastercraft Revenge       | Take 2   | August    | Adventure |
| Roadster 98               | THQ      | August    | Racing    |
| Polonium                  | Nintendo | September | RPG       |

## SATURN

|                      |                 |      |            |
|----------------------|-----------------|------|------------|
| Mega Knight: Revenge | Working Designs | July | Action/RPG |
|----------------------|-----------------|------|------------|



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BEHIND

# T RAI



*Adrian Smith*



*Jeremy Smith*



*Martin Gibbins*

# M M B

# D E R

By John Davison



Love it or hate it, Tomb Raider—and its ubiquitous Lara Croft—have been partly responsible for the success of both the PlayStation and the more mainstream acceptance of video gaming. With one game a year so far, it's hardly surprising that the third installment will be with us before the end of 1998. Can it really make another jump forward? Or are we just going to see more of the same? EGM visited Core Design's U.K. offices to speak to the team and see the game as it is being pieced together.

"Where do we start?" begins Core Design big cheese Jeremy Smith. "Tomb 3 or, so... it's going to be the same size as Tomb 2. There'll be 15 levels split into sub-levels in the same way that the other games were. There'll be some new vehicles, hi-res graphics on the PlayStation, new moves, new lighting—colored lighting, which looks really nice. We're just pushing it as hard as we can. We're probably not pushing as hard as the transition from Tomb 1 to Tomb 2, but moving from pseudo-medium res to hi-res is a big step. This is going to need new tools, new libraries and a different viewpoint on how to attack the prob-



lems. We've had some help from Sony and we're making more efficient use of the PlayStation itself."

"We've improved the speed of the engine dramatically," elaborates development director Adrian Smith. "This has freed up a lot of processor time to be able to make things more realistic, less boring. We wanted to really ramp up all of the ambient stuff so that the levels are more interesting. We've also gone back and looked at Tomb 2 again to look at level structure. We've gone more, er...mazediff—if that's a word. We've wanted to try and make the thing less linear. You don't just walk into a room and see one exit; there are going to be multiple routes through levels where each way offers different kinds of challenges. We've basically changed a lot with the game to accommodate the new ideas."

late last year, when EGM interviewed the Tomb 2 team for our official Ultimate Guide to Tomb Raider book, they told us that "making Tomb 3 really different is what's most important. We probably won't have the thing ready until maybe Christmas 1999." Things seem to be moving a bit quicker than that. Did you want to do Tomb 3 this soon?

[Laughs] Should I answer that? Ex...no. To be honest we didn't. Jeremy shifts in his seat before continuing. "I wanted to wait a while. But, to be honest, the reason that we did do it is because there is consumer demand for it. We can take you and show you thousands of letters asking for another game. We



originally wanted to wait and do something completely new...but that's now what the original team is working on—Tomb Raider "next generation" if you like. They're all off doing research and working on new ways of doing things. By bringing in a new team to work on this project, though, we managed to bring in a lot of fresh ideas.

"The Tomb 3 team came together through a mish-mash of other projects. Martin Gibbins, the lead programmer, had been working on Blam! Machinehead. Then he went on to do some research before coming to this. Chris, the second programmer, is new and he's only been with us for a few months. Everyone came together simply by us sitting down and deciding to do the new game, and then deciding where we were going to take people from. Actually Martin was working on a game for about four months that used a new character, but using the Tomb Raider engine."

What game was that? Is it still something we may see? "It was going to be a game with more action, more shooting," enthuses

Smith. "We were tweaking the engine to be smoother, faster and more fluid to allow for an action kind of game—and the new character was made this time. But we decided to hold off on that. We may still produce it, but not for a while. We'll maybe wait and do it on a new system in the future. Martin had already built a lot of the ideas that are being used in Tomb 3 for this other game, so when we started putting this project together, a lot of the work was already done."

### The Further Adventures?

From what was on show at this very early stage of development this additional work to the engine seems more than worthwhile. For starters the game looks far slicker than the previous incarnations. To help explain how different Tomb 3 really is, lead programmer Martin Gibbins and level designer Richard Morton pick up the story.

"Basically we were approached to produce a game that would fill the gap between Tomb 2 and Tomb 3," explains Morton. "Tomb 3 was originally going to have the new engine

and the new animation system, but that's now part of the Tomb Raider 'next generation' project. This was originally going to be called 'The Further Adventures of Lara Croft,' but as we progressed through we realized that we'd actually done one hell of a lot to the game with the lighting, and more importantly we developed the triangular floor blocks so we can make more complex polygonal objects. By the time this all came together the question had to be asked: Why not make it Tomb Raider 3? Now we've got new vehicles, different costumes and lots of cosmetic stuff, but at a fundamental level there's also a completely different level structure."

Gibbins elaborates, "To be honest we weren't happy with the way Tomb 2 looked. It was a bit limited, especially with some of the effects that you could do. The lighting was limited to individual floor blocks, so we made the whole thing more dynamic and added colored filters to the lighting at the same time.

"The original Tomb Raider was developed with the PC in mind, and you can see this because of the simple nature of the blocks and the way that things were textured. The same with Tomb Raider 2. The palette there was restricted by the need to make use of an 8-bit palette—even when thinking about the lighting—but Tomb 3 is being developed specifically for the PlayStation. Everything is being built around the capabilities of the machine; 16-bit palettes, transparencies and stuff like that. By doing this we've been

## Tomb Raider 3 Effects

Superficially Tomb 3 could be accused of looking just like its predecessors, but when you look closely there are a lot of subtle effects built into the graphics engine now. By using these throughout the game, the team has built a more believable environment.

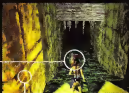
### Reflections

Although not using a true reflection mapping system (the PlayStation would run very slowly if it did) the artists have tried to make all of the environments as realistic as possible.



### Particle Effects

Aside from the triangle-based polygonal engine, one of the other most significant changes as far as technology is concerned is the new particle system. This new effects engine allows special effects to be made that simulate the particles in smoke, fire or mist. Tomb 3 is full of subtle effects such as these, including smoking gun muzzles as well as the flare shown here.



### Colored Lighting

You hear so much about it on the N64 and on 3D-accelerated PCs, but it's only now in the PlayStation's life that we're starting to see programmers push the machine in this direction. For atmosphere, it makes a tremendous difference and visually all of Tomb 3's levels make very effective use of the new system. It's also worth noting that any area can now be lit with the new engine rather than individual floor tiles.



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**Basically, the most important thing that [we] have been aiming for is to make this a completely different game from Tomb 1 and 2. Very little of the game is leftovers from previous projects.**

**—Martin Gibbins,  
lead programmer**

able to push the machine much harder."

"The triangle-polygon engine that we've added allows you to build more complex shapes much more efficiently," explains a proud Gibbins. "For example, using this system you can actually build a proper dome shape—something you just couldn't do before. The terrain can look much smoother and more organic, something that's perfect for Tomb Raider. We can also ripple water surfaces much more realistically and we can produce dynamic effects with the textures. In one area we're going to have quicksand that behaves like the water dynamically, but uses a solid texture."

"Basically, the most important thing that [we] have been aiming for is to make this a completely different game from Tomb 1 and 2. Very little of the game is leftovers from previous projects. We wanted to do lots of new stuff that people would notice...like new moves. The main new thing that this has is a monkey bar swing which was supposed to make it in before, but the previous team didn't have time to do it. Also, we've put in 3D ropes which Lara can swing on. They were thought about for Tomb 2, but no one ever really worked on them."

"We've also had some really radical ideas," beams Morton, "like how about this? Lara can open a door using a door handle rather than using a dirty great lever. Also, we've made it so that she can pick something up off a table without having to jump on it and then stoop to pick it up. There's also a new crawl move that means Lara can now get through really low, half-block sized gaps and this has opened up all kinds of things as far as the level design is concerned. It's been great for putting in secrets."

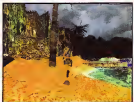


"We had a big discussion at the beginning of this project as to how the enemies were going to look, too," Gibbins says, opening a topic about which he clearly feels strongly. "Some people liked the way they looked in the first game, and some liked those from the second. In the end we decided to scrap the Tomb 2-style big rippling muscles and go for something more realistic. This also helps us with the memory. The enemies still look good, but because we're running the game in 32-res now we needed to claw back memory from wherever we could—stripping them down really helped the speed."

"The dinosaurs from Tomb 1 are going to be back this time," Morton beams, "and as well as the big guys, we're going to have the little ones from Jurassic Park. What are they called? Campys? We've got the AI guys working on them, and they've come up with a kind of swarm routine that enables them to work as a pack—if you shoot at them, they'll break off their attack and scatter all over the place."

"There'll also be piranha fish and stuff like that," Gibbins tells us. "Partly to make the water stuff more dangerous, but also to make them more interesting."

Airan Smith elaborates on the importance of the AI at this point. "The AI guy Tom, is a doctor in artificial intelligence, and he sits upstairs playing with these routines that affect those little balls on the screen," he explains, waving his arms around. "It's not much to look at but it's very impressive when you think about what it's doing. The AI is something that we never really highlighted in Tomb 2, but if you look back at the Tibetan level the monks all employ an effective AI system. When Lara arrived at the scene the monks and the



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- Four main characters to control.
- 16 spells, four deadly weapons, and endless fighting combos to master.
- [www.psygnosis.com/odt](http://www.psygnosis.com/odt) to see more.



Escape This October.  
Or Die Trying.



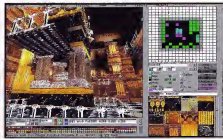
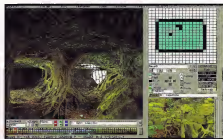
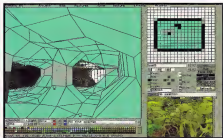
Because the new graphics engine allows for triangles to be used to build objects, *Tom Raider's* powerful level designer now allows more organic locations to be built.

mercenaries are fighting. If Lara chooses not to get involved, the monks will actually leave her alone for the rest of the game. If she did wade in there though, the monks would behave completely differently. We really liked that, so you'll see a lot more of that kind of thing. Dr. Tom is a good example of how we've changed the way we do things. We've taken someone who's very academically minded, but also a gamer—and set him loose. He can put together the AI and then hand it over to the coders who can make use of it and refine it as they integrate it into the code."

"We're using sound a lot as far as the AI is going to work too," Morton elaborates, "and this is going to be tied in with the rumble pack on the Dual Shock. The enemies will basically be able to listen out for you, and if they hear anything they'll come looking for you. We can help build the tension by making the controller give you feedback as well, and in stereo. The controller has two separate jolters in it, so you can have the sound and the tactile stuff coming from the same side."

### A Brand-New Game

From seeing the demo of the game, it's not just the graphics and the technology that are the most obvious differences this time around. Morton explains what has been done to make the game structure itself a bit different. "You've got one adventure that you have to play at the start which is going to be set in India, and then once you've played through and found the artifact, you are contacted by someone who tells you that you've stumbled upon a much bigger adventure. There are then three further adventures which you are 'hired' to do, and these can be played in whatever order you want. These all have their own plots and their own characters. Once you've finished these you then move on to a final level.



The different adventures take you to India, to a snow level, London, the south Pacific and then there's a section in Area 51."

"Once you've decided on one of the adventures, you have to play through it until you get the artifact. There's not going to be a way of saving your game, jumping back out to the central hub and then choosing another adventure; you just pick what order you do the game in."

And speaking of saving... "Save points have been a big point of discussion," interjects Adrian Smith at this point. "Some people loved the 'save anywhere' system from *Tomb 2*, but lots of people thought that the system from the first game, where you had to find the save points and then use them sparingly, was far better. Because of this we're toying with offering both, either combining the two or offering different systems in different difficulty modes. We've also thought of looking into something like the end of *FFVII*, where you give the player a certain number of saves and let them use them anywhere. To be honest, we won't decide until the levels are finished."

Morton continues, "We're toying with the idea of having different weapons in different sections, so that tackling the game in a certain order will prove advantageous. We probably will do it like that, but we have six months of development time left and things will change!"

"We're revisiting all of the weapons actually," explains Adrian.

## Who Will Be Lara Croft?

So, now that Lara Croft is a bona-fide action heroine with big-time Hollywood appeal, there's going to be a lot of speculation until the actress is announced. In the meantime, we decided to check out who you'd like to see in the role drawn from a short list of obvious candidates. Voting took place on [videogames.com](http://videogames.com) in late April, with the results indicating a pretty close fight between *Austin Powers* starlet, supermodel and all-round English rose Liz Hurley and the eventual winner Sandra Bullock. No big surprises there then. The big shock though was that you apparently feel that Posh Spice is a more likely candidate than *Titanic* chick Kate Winslet. C'mon, did she really deserve 110 more votes?

# The Contenders

**Sandra Bullack**  
28%



Who of the following would you like to see play Lara Croft?

**Uma Thurman**  
9%



**Pash Spice**  
13%



Photography - © Russel Wong, Dublin

**Kate Winslet**  
9%



Photography - © Lorraine Agius, Dublin

**Elizabeth Hurley**  
26%



Photography - © Steve Sands, Dublin

**Alyssa Milana**  
15%



Photography - © Steve Sands, Dublin



**We've actually looked more at films for inspiration than other games.**

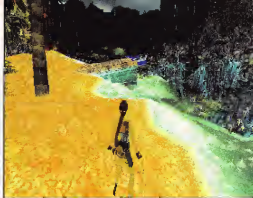
—Richard Morton,  
level designer

Smith with some enthusiasm. "We've got a huge long list that we're looking at and there'll be loads this time. She already has a Desert Eagle, which just HAS to make it in. Also we've looked at flame-throwers and machine guns, lots of things that will show off the new lighting and particle effects systems that Martin has built. We're also looking into some kind of hand-to-hand combat as well."

### **She's Got the Look**

"One thing we have decided on already," says Morton, moving things along, "is varying the gameplay style along with Lara's look. The London level is one of the most different because we've dressed her up in a tight black lycra thing with gadgets and stuff like a cat burglar. What she'll have to do is work her way across the rooftops of the city, work her way down through the underground system, through some tunnels and stuff and then up into a building to steal something from a safe before she escapes. It's going to involve a lot more stealth and cunning, more of a GoldenEye kind of thing where she'll have to deactivate security systems and sneak around in the dark. We really liked the fact that in Tomb 2 there were some modern environments, but we wanted to do more of that kind of thing."

The London level really is stunning and a completely new direction for the Tomb Raider franchise in terms of the style of gameplay. Lara still runs around, jumping, collecting objects and exploring every nook and cranny, but there's now a sense of urgency and tension that previously has only been hinted at. Coupled with the new lighting system, this section of the game is by far the most impressive both in terms of the style of play and the

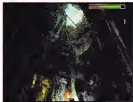
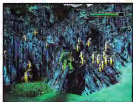
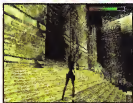
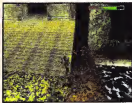


way it looks. Surely there are some new gameplay influences at play here? Has the team been looking at other games? Or are films more of an influence for the game?

"We want to look at Metal Gear Solid, but we've not seen anything apart from a few minutes of video [when this interview was done, the team has since seen the game at E3], says Morton. "It looks like it's going to be really fantastic. It's a very unique-looking game. We've also looked at GoldenEye for the clever gameplay and the big explosions. We've actually looked more at films for inspiration rather than other games. Indiana Jones has obviously helped in a big way. Desperado was good to look at for the gun play and for inspiration for new moves within the combat. The thing is, any new moves that we include can't really be added to the basic move list. They'll have to be set-piece moves that only activate in certain situations. We've not really changed the controls that much; there's the dash, which will be a new basic move, and then there'll be analog controller support which will make use of both sticks so you can run and look at the same time."

Are there going to be more "set pieces" this time around? The previous games had their moments and really helped move the story along. How will Tomb 3 handle this? "Much of the set pieces are going to be specifically environment-based, so we can do some really nice stuff," explains Morton. "We're currently playing around with a landslide effect. Every room in each map can move between two different states so we can have stuff collapsing and moving around. We could even do the whole first section of the first Indiana Jones movie if we wanted to."

"I've gone on an effects frenzy





with this game," adds Gibbins. "There are loads of particle effects, lighting and all kinds of stuff. Part of it is because the previous project using this engine was going to be more of a science-fiction thing, so the effects were needed, but also the new refinements mean that there's more room for the flash stuff. There are going to be new explosions that look far more realistic and we're going to do some stuff with the weapons."

This all looks particularly impressive too. At E3, the Tomb Raider 3 demo level on show illustrated the numerous subtle special effects that have been added. Smoke wisps from gun barrels when they're fired, spent cartridges pop out of the weapons, and if Lara is standing in water as this happens the shells plip down and cause a cool ripple effect across the surface which does some wonderful things with the colored lighting as well.

"The South Pacific section is going to be particularly spectacular," continues Gibbins, "because if you combine the triangle engine with

the particle effects and all of the transparencies you can really go to town. We're going to have a set piece section which is a whitewater rapids chase where Lara is in a kayak. There's going to be huge waves and lots of spray that will look very convincing. There are going to be lots of set pieces throughout the levels so that we can really bring on that whole Indiana Jones feeling. We're putting a new move into the game to try to facilitate these set pieces as well. By making a 'dash' where Lara gets a sudden burst of speed, we can do things like diving through a door that's coming down. By combining the dash with a jump we can make her dive forward really dramatically."

"The camera system has changed too because of some of these changes, but people probably won't really notice," Adrian Smith explains. "We've really refined things so it won't get locked into corners, and we've also found that some of the new moves need a wider view. The camera is more mobile now, and in places you'll see it pull back much further."

Smith closes the interview with his final thoughts on the project. "Developing a Tomb game is always hard because you can never get a handle on the whole thing until the last month of the development cycle," he says. "Everyone's working on their own bit, and right at the end you see it all come together really suddenly."

"Oh yeah—nearly forgot this. We've got a new Lara too, a new Lara model. She has ears this time, it's really weird that over the course of the last two games she's never had ears—and no one has ever noticed. There are also lots of new outfits, although we're still keeping everything in character. There are some worrying ideas for outfits; it's scary what a bunch of programmers will come up with. We've also looked into doing different hairstyles too. The team came up with pigtails for her, but I told them that if I saw her with bloody pigtails I'd just fire them."

Tomb Raider 3 is currently slated for release by this Christmas. Watch for more news soon in EGM.

3

## Tomb Raider: The Future

Beyond Tomb 3, the franchise kept alive? Originally the idea was to have 1998 "off" and then start the hype for Tomb 3 in 1999. Has there been a major change in strategy? Jeremy Smith is quick to elaborate: "1999 is now the year that we'll probably skip. It's all down to demand though. If it's still there, who are we to deny it? We just have to make sure we keep things fresh. In the meantime, we're looking at some of the supplementary stuff and there's a new action figure on the way. As you know, the toy out at the moment hardly has the Star Wars quality we were aspiring to, so we've got some new stuff going through. The toys will be Lara in different outfits, but vehicles are where we can give the variety. Obviously there'll be a jeep, we're playing around with some kind of bike because obviously you've seen her on the Norton in the cut scenes, and maybe some kind of quad bike. The vehicles are important because in the game they're a lot of fun. We've had a lot of feedback from people saying how much they enjoyed them, so the toy line will reflect that, as will Tomb 3 itself."

"Beyond this though, we're waiting for the script for the new movie," Smith continues, "and the good thing with the movie is that we get a say about what does and doesn't go. We don't know to what degree yet—but you can assume that if we get a script and it sucks, we can actually say that and demand another one. We don't see the movie being the 'movie of the video game.' We see it being a movie that happens to star a character from a video game."

So is it "Tomb Raider the movie" or "Lara Croft the movie"? "That's a good question," Smith ponders. "Actually, it's still debatable. I personally think it should be a movie 'starring

Lara Croft.' We want to legitimize the character as opposed to the franchise itself."

So will this open up the opportunity for another game as well as Tomb 3? A movie game perhaps? "Oh, [laughs] that had to come up didn't it? I suppose it could, it would all depend very much on the quality of the script. We would be naive to think it's not a possibility."

So when is it out then? "Apparently, early 2000, which is about as quick as you can do," Smith beams. "This actually ties in very nicely with everything that we're planning on here."

Tomb Raider 'next generation' will be around 2000 as well. This certainly won't have anything to do with the movie, but

it'll be the next generation of things that we do with Lara and the game engine and will certainly be on one of the new systems. The deal with Sony ends Christmas 1999, so there's no telling yet whether we'll be working on PlayStation 2, or even something completely new. Of course, there's Sega and Nintendo. We're still in with Sony at the moment and we've got a very good relationship...but who knows?"

So what will Tomb Raider 'next generation' involve? Stewart Atkinson,

Lara's lead animator on Tomb 2 and part of the "original" team explains what is happening at the moment. "We've got lots of really big ideas. The next game will be completely different. On my side of things, in the animation, I'm really interested in what the technology is going to enable us to do. We're not going to need the cut-scenes at all, because we'll be able to make the in-game characters work better than any CGI stuff. I want to be able to animate Lara's face next time, give lots of mannerisms that she does aside from the basic stuff. Also, I want her to talk in the game, animate all of the basic vocal sounds and produce something that looks as convincing as a cartoon or [the like]."



Stewart Atkinson





[www.videogames.com](http://www.videogames.com)  
It's All You Need To Know

**ELECTRONIC  
GAMING  
MONTHLY**

**EXPERT GAMER** Official  
**PlayStation**  
Magazine

**ZD** ZIFF DAVIS  
A SOFTBANK  
company

**GAMESPOT**

Sega GameWorks - Seattle, Wash.



Hardly your typical arcade, Fightertown gives would-be jet jocks the most authentic flight-sim experience they'll find short of earning Air Force wings. The two centers house up to six different true-to-life cockpits, including full-motion F-14 Tomcat and F-17 Stealth sims, which rock in sync with your control inputs. TV monitors inside the cockpits provide your window to virtual airspace, with a few cockpits featuring larger projection-screen displays for a better view of the computer-generated terrain. Expect to pay between \$30 and \$50 for a one-hour air-to-air or air-to-ground mission.

[fightertown.net](http://fightertown.net)

Sega GameWorks - Las Vegas, Nev.



GameWorks' five centers were built to meet Steven Spielberg's vision of a social arcade. Nearly every game here—from NFL Blitz to Power Swed—is best played against human opponents. And the enormous proprietary games, such as the three-story shooter Vertical Reality, were designed from the ground up with multiple players in mind. Starting in June, GameWorks is hosting a special game tournament that culminates in the unveiling of Virtual Arena, a massive fighting game that has players throwing real-life punches and kicks to control on-screen characters.

[www.gameworks.com](http://www.gameworks.com)



And you thought linked Daytona USA was fun. The full-size, full-motion stock cars at NASCAR Silicon Motor Speedway are so authentic they even attract real NASCAR racing stars. The full-size cars come equipped with a working steering wheel, gauges, shifter, throttle, clutch, brake and even seatbelts, while onboard monitors let you fine-tune tire pressure, your motor and brakes. Drivers compete head-to-head on a computer-generated 1.5-mile oval track that's projected in front of the windshield. You don't have to be Dick Trickle to have fun, since the cars have a rookie setup for NASCAR newbies.

[www.smaonline.com](http://www.smaonline.com)

Sega GameWorks - Ontario, Calif.  
Fightertown - Pasadena, Calif.  
Fightertown - Lake Forest, Calif.

Sega GameWorks - Tempe, Ariz.

Sega GameWorks - Grapevine, Texas



# RAIDERS

of the  
Revolutionary Arcades

Don't let the dozens of cool console games and scads of mega-budget event flicks keep you indoors on your kelster all summer. Get outta da house! You might get a little sun. You might find a little adventure. You might—gasp!—meet a girl. And as if you needed more motivation, there's an entire nation of cool arcades waiting to be explored. Our editors went road tripping to the most revolutionary gaming sites and location-based-entertainment (LBE) centers in the country, many of which you'll find on the next four pages. So gas up your Pinto, fill your ashtroy with tokens and hit the road.

NASCAR Silican Matar Speedway - Minneapolis, Minn.

NASCAR Silican Matar Speedway - Schaumburg, Ill.

FunScope - Wilmington, Del.

FunScope - Chesapeake, Va.

DisneyQuest



While most of this feature's mega arcades were designed with an older crowd in mind, Disney's DisneyQuest—set to open in Orlando on June 29—is geared toward the tyke set. This five-story facility is divided into zones packed with high-tech attractions. In the Explore Zone, you'll delve into a virtual jungle. The Create Zone lets you design a virtual roller coaster, then hop aboard for a screaming virtual ride. And the Replay Zone takes classic rides like bumper cars and gives them a futuristic makeover. A second DisneyQuest center will open in Chicago next summer.

[www.disney.com](http://www.disney.com)

DisneyQuest - Orlando, Fla.



Owned by Regal Cinemas (yep, the same company that runs movie theaters), the three FunScope facilities are tagged as family-entertainment centers rather than LBEs, since they throw miniature golf courses, bowling, bumper cars and huge crawling tubes into the usual arcade/restaurant mix. Yet high-tech attractions abound here too. You'll find a motion-sim roller coaster, Star Theater (in short, you feel the movie as you're watching it) and the usual assortment of arcade games. It may not be the most exciting joint for 20-somethings, but kids—and kids at heart—will dig FunScope.

[www.regalcinemas.com](http://www.regalcinemas.com)

FunScope - Ft. Lauderdale, Fla.

**Wizards of the Coast - Seattle, Wash.**

**Wizards of the Coast Game Center**

**SlamSite**



SlamSite's flagship center features 30 linked PCs—all of them Pentium II, 3Dfxed-out systems loaded with the latest blockbuster titles. For \$6 an hour, guests hop on this latency-free network for multiplayer mayhem in Quake II and StarCraft, as well as older hits Diablo, C&C: Red Alert and others more. SlamSite also features linked Battletech pods, custom-built cockpits that play the latest PC flight sims, VR gear, some of the newest arcade sims, VR gear, some of the newest arcade sims and an adjoining comics shop. The center even hosts all-night parties for die-hard deathmatchers yearning for 12 straight hours of Quake II.

[www.slamsite.com](http://www.slamsite.com)



The folks behind the collectible card sensation Magic: The Gathering have jumped into the location-based-entertainment game with this 32,000-square-foot facility, the first of several planned game centers. This place has everything: the newest arcade games, linked PCs for deathmatching and Internet access, a THX movie theater, classic board games—even the latest N64 and PlayStation games. The WoC Game Center is also hosting several game camps this summer, which cover everything from board games to pen-and-paper RPGs to strategies in the site's linked Battletech pods.

[www.wizards.com](http://www.wizards.com)

**Las Vegas, Nev.**



**Dave & Buster's - Ontario, Calif.**  
**SlamSite - City of Industry, Calif.**  
**Universal Studios - Las Angeles**

No crusade to the coolest arcades is complete without a stop in Vegas. This city is the gaming capital of the world—and not just because of its casinos or that it's home to the nation's largest GameWorks. Every casino and hotel has a monster arcade, where young'ns will most likely be unleashed with unlimited tokens while the folks hit the casino. Adults get the dual thrill of winning/losing at the blackjack table while trying out the latest arcade games and VR crap down the hall in the game room. Be sure to check out the arcades in the Luxor; New York, New York; Treasure Island; and Circus Circus.



The highly profitable pioneer of the LBE concept, Dave & Buster's caters more to the adult crowd than any other arcade listed here. No guest under 18 is admitted without a parent during the day, and all underage guests are shooed away at night. The arcade itself is built around a bar, so you can nurse \$3 beers while playing the latest games. D&B's 12 50,000-square-foot locations also feature a mock casino, pool tables, Skee-ball, golf simulators and VR gear. An upscale restaurant is another big draw, making D&B an ideal destination for dates or weekend unwinding with your pals.

[www.daveandbusters.com](http://www.daveandbusters.com)

**Dave & Buster's - Dallas, Texas**





Don't park your car just yet—the road trip's just getting started! In our **Player's Guide to Summer Gaming** (now available on newsstands), we take one of Volkswagen's New Beetles and burn up nearly 6,000 miles of interstate to show you the coolest places to play in the USA. Not only do we give an in-depth look at the nation's cutting-edge arcades—we also preview this summer's hottest console and arcade games and show which handhelds are essential gear for any summer road trip. OK, shameless plug concluded. We now return you to your regularly scheduled article.



Dove & Buster's - Chicago, Ill.

XS - New York, N.Y.

Dove & Buster's - Philadelphia, Pa.



Dove & Buster's - Bethesda, Md.

OK, so this bi-coastal theme park ain't exactly an arcade, but its mix of high-tech rides, stunt shows and Hollywood backlot hokiness will probably appeal to gamers anyway. Highlights include *Back to the Future: The Ride*, which straps you into Doc Brown's DeLorean for a bucking, motion-sim adventure (much like nearby Disney's equally cool *Star Tours*). More impressive is *Terminator 2: 3D*, available only in the Orlando park. Part ride, part stunt show, part special-effects bonanza, this eye-popping attraction's 13-minute 3D film has Ahh-noid reprising his role as the unstoppable cyborg.

[www.universalstudios.com](http://www.universalstudios.com)

Dove & Buster's - Atlanta, Ga.



Owned by Skyline Entertainment, this 20,000-square-foot, three-story mega arcade focuses mainly on high-tech attractions, without the billiard-style games usually found in other adult-g geared LBEs. Aside from the usual linked *Tokyo Wars* and other heavy-duty coin-ops, XS packs laser tag, a virtual-golf setup, an Internet cafe and VR systems. Namco Cyberertainment, the world's largest arcade operator, has pumped half-a-million dollars into XS, with plans to turn it into a national chain. Its current location smack-dab in Times Square surely adds to the center's energetic atmosphere.

[www.xsnewyork.com](http://www.xsnewyork.com)

Universal Studios - Orlando, Fla.

Dove & Buster's - Houston, Texas

Dove & Buster's - Hollywood, Fla.

# Review Crew

EXCELLENT  
10

AVERAGE  
5

CRAP  
1

## OUR PHILOSOPHY

EGM rates games based on how they compare to other titles on the same system. The highest score we'll give a game is a 10. When a game receives a 10, you can rest assured it's one of the best games ever made—a revolutionary title that truly stands above everything else in its genre for its time. At the other end of the spectrum sits the lowest score a game can receive: a 1.0. This is the kind of game you want to avoid at all costs. It's pure crap, as our scale (above) explains. In the middle lies the average grade, 5.0. We report: 5.0 IS AN AVERAGE GRADE. Simple, ain't it?



Gold Awards go to games whose average score equals 9.0 or higher.

Games that average at least an 8.0 receive Silver Awards.



### E3 Favorites

Zelda: The Ocean of Time  
LoK: Soul Reaver  
Perfect Dark  
Metal Gear Solid

Favorite Genres:  
RPGs, Action

### Crispin Boyer

Now that E3's over and Cris has had time to tinker with the Game Boy Camera, he's found that it's a device full of mysteries. Why, he wonders, does the Credits Option bring up an animation of a dancing dude? Who are all these go-kart characters who point out error messages? Cris doesn't have the answers. Instead, he just stares at the dancing Credits dude while muttering, "Creepy, man. Creepy."



### John Davison

The lack of sleep induced by missing from last month's deadline to E3 and then onto this month's deadline seems to have affected John's creative spirit somewhat. With all of this AND being forced to sit through another appalling version of *The F.R.E.A.K.S.*, he just flipped and took it upon himself to produce some amateur, shall we say "art film," using the Game Boy camera. Videos available on request.

E3 Favorites  
Zelda: The Ocean of Time  
Metal Gear Solid  
Perfect Dark  
Silent Hill

Favorite Genres:  
Action, Adventure



### E3 Favorites

NFL Blitz (N64)  
Over Bloodfists 3  
Test Drive 5  
Back Bumble

Favorite Genres:  
Sports, Racing

### Dean Hager

Dean's first E3 show in two years turned out to be a volatile mix of new games, fancy hotels and free booze. Once we got him to the exhibit hall, we led him, but we suspect he spent most of his time watching the Space Runners Must Die stage show. He was spotted eating over Blitz for the N64, Test Drive 3, Back Bumble and F1: The Segels. He was disappointed that GameBoy '99 was a re-show.



### Dan Hsu

The dizzying whirlwind that was E3 left Shoe worn out but wishing for more. Even though he can't remember half of what went on (no thanks to the parties and the bar-garden area of Atlanta called Buckhead), he still knows he had a great time. Shoe did come back slightly disappointed. He was hoping for any little word, any little hint... ANYTHING about a *Midrod 64*. Sorry Shoe. Maybe next year.

E3 Favorites  
LoK: Soul Reaver  
Oddworld: Abe's Exoddus  
Zelda: The Ocean of Time  
Metal Gear Solid

Favorite Genres:  
Strategy, Puzzle



### E3 Favorites

Metal Gear Solid  
Perfect Dark  
Zelda: The Ocean of Time  
LoK: Soul Reaver

Favorite Genres:  
Sports, Strategy

### Kraig Kujawa

Kraig's a little disappointed that this was the first E3 without any big surprises. (EGM knew about almost every game on the show floor, with the biggest surprise being some of the no-shows [GameDay, Twisted Metal 3].) He was, however, pleased to see that Madden 99 was looking good for the N64 and PS, and that Jeff Greshmorn from *NeoGames.com* won the NFL Blitz tourney (Kraig ranked 3rd of 128).



### John Ricciardi

John thought this year's E3 was only marginally better than last year's games-wise, but the show certainly had its highlights. He Zelde 64 (of course), Metal Gear Solid and Keanan's surprisingly cool-looking Silent Hill. As always, the most fun was had at all of the after-hours parties where everyone gets together to eat, drink and, well, drink some more. And oh yes, there was Dreamcast and FV911. '99 is gonna rock.

E3 Favorites  
Zelda: The Ocean of Time  
Perfect Dark  
Silent Hill  
Xenosiegers

Favorite Genres:  
RPGs, Action



### E3 Favorites

Metal Gear Solid  
Perfect Dark  
Z. Iida: The Ocean of Time  
Gin & Tom:z

Favorite Genres:  
Action, Adventure

### Shawn Smith

As incredible as E3 was (in every varied way) Shawn is real pleased to be back home. After all, he has responsibilities...like washing dishes, catching his e-mail and sleeping. Whatever the case, Shawn walked away from E3 with a spring in his step, thanks to all of the incredible games he saw. He was dismayed at the lack of any real big surprises this year though. Oh well, there's always next year.



### Sushi-X

Sushi had a grand old time at E3, despite the fact that he didn't get a chance to participate in Capcom's Street Fighter EX 2 tournament because he was too busy trying to convince Nintendo reps to let him play Perfect Dark. On the whole the show could've been better, he says, but it was more than enough to hold him over until TGS in October when the Dreamcast gets officially unveiled in Japan.

E3 Favorites  
Zelda: The Ocean of Time  
Metal Gear Solid  
Perfect Dark  
Street Fighter II Collection

Favorite Genres:  
Fighting, RPGs

## CHOPPER ATTACK



Publisher: Midway

Developer: Sega

Featured In: EGM #36

Essentially a really, really poor man's Soviet Strike—with some Black Dawn thrown in—Chopper Attack is a hard, uninspired shooter that delivers a lesson of eye candy with gallons of frustration. Other than the pretty explosions, **there's really nothing about this game I like.** Control is terrible. The perspective makes it difficult to aim your machine gun (despite the three camera views). And although you can choose from eight helicopters—each with different fighter characters—they all handle homily and much too slowly. In fact, the entire game seems to run slow. It's not that the frame rate is choppy; it's just that everything in Chopper Attack—enemy helicopters, tanks, missiles, etc.—all seem to just drift everywhere, as if stuck in slow motion. As in the Strike series, Chopper Attack sends you out on different missions, although none of them is particularly exciting. One has you blasting open prison cells to rescue POWs, another has you defending the president's plane. But the landscapes are so nondescript (except for some canyon areas) and the gameplay is so slow and monotonous that you're unlikely to grow bored of the game by the third mission. Add to that some truly bad music (which you should switch off immediately) and you have all the makings of a game I do not want to play.

**Crispin**

I like this game for its destructive appeal alone. You fly this chippy and **uro-lic** but then again it's **not trying to be serious.** The selection of "unique" choppers is evidence enough of that. Game controls are very easy to master, as are the simple mission objectives. I like the progression of difficulty as well. One drawback: The game's arcade-like mentality limits the replay value. As a mindless destruction fest, it's not bad.

**Dean**

If you like EA's Strike series, you might get a kick out of Chopper Attack—or just a little whiff. There isn't a whole lot to it, and many of the gameplay mechanics are flawed. It's very hard to aim up or down, but this is something inexcusably fun about unloading tons of firepower into houses and other vulnerable targets. The game is easy to get into, and it makes for a good rental because you'll probably beat it within a day or so.

**Kraig**

I did love Chopper Attack at first. It's got a lot of explosions, weapons, helicopters...you know, cool action movie kind of stuff. But the more I played it, the more I realized it's not a very good game. The interfaces are plain slop, the music and sound effects are downright lame, and the missions are a tad repetitive. For those who want a decent action game and nothing more, Chopper Attack may be one to look into. Still, rent it first.

**Shawn**

## CLAY FIGHTER SCULPTOR'S CUT



Publisher: Interplay (RENTAL ONLY)

Developer: Interplay

Featured In: N/A

Although the "Sculptor's Cut" version of Clay Fighter 63 1/3 has some fun additions by way of new characters, interface and overall package, it still doesn't do much for me. But that's OK since the cart is for rental only. That's right, you don't have to go out and buy this game for \$50 or \$60—it's as simple as going to your local Blockbuster and paying \$3 for a few rights of play time. With that said, by all means go and check it out, especially if you're a fan of the series. If you're not, Sculptor's Cut won't change things for you. One strange thing I've noticed is the frame rate on this version. In some areas, it seems like the original version actually runs a bit faster than its rental counterpart. Still, the animation remains choppy and the character graphics are a bit rough. Other graphics, such as the ones in the intro and the 3D arenas, look really nice. **If you're into fighting games with a sense of humor then Sculptor's Cut is for you,** but don't go into this game thinking it's going to replace Street Fighter. Sculptor's Cut, just like every other CF game, is all about laughs. Characters spout wacky catch phrases, **and you'll probably find your opponent when you're hit (i.e., chopsticks from Kang Pow) and combos have some truly indelible names.** If you're a CF fan, go ahead and give it a rent.

**Shawn**

I got my fill of daylighting from the regular edition of this game, so it was hard for me to get worked up over this foremost update. Sure, you get some new characters and fancier backgrounds, but the game's still plagued by **ultra-jerky animation and goofball oneliners that get old quick** (despite the excellent voice acting). If you're looking for a way-to-get-into fighting to say with during a weekend, by all means rent it.

**Crispin**

I probably wouldn't give Clay Sculptor's Cut an even lower score if it weren't for the fact that the game is available only for rent and doesn't cost you too much money to play. It's basically what the first Clay Fighter should've been (additional characters, better backgrounds, etc.), yet somehow the animation is even worse. **all this time, it was funny the first time around, but the jokes are old now and the new stuff isn't quite enough.**

**John R**

Call it a weakness, but I've always had a soft spot in my heart for this ultra-goofy fighting series. I thought Clay Fighter 63 1/3 was one of the funniest games ever—especially at parties—and **this new version oozes more of the oddball humor I crave.** It still suffers from the same problems of the original—namely, choppy animation, jarring sound transitions and weak one-player play. But the fighting engine is still quite solid.

**Sushi**

## MLB FEATURING KEN GRIFFEY, JR.



Publisher: Nintendo

Developer: Angel Studios

Featured In: EGM #35

Argh. Another disappointment for me. What's going on this year anyway? MLB Featuring Ken Griffey, Jr. was supposed to be the best baseball game yet, and from what I played of earlier versions, it looked like it was on pace to be just that. Unfortunately, the final version is still lacking in many areas. Why on earth it took SO long to get this game out is beyond me, because there's hardly anything here that hasn't been done before. And since All-Star '99 came out, there's really nothing that hasn't been done better already. Griffey has decent graphics (with really cool camera angles) and very nice sound effects (great crowds), but it's missing a lot in the gameplay department. You can't create your own players, the season schedules aren't authentic, there's no difficulty settings when you play a season (about 35 games in and I was murdering every team I played), and so on. I realize perfectly that Griffey is meant to be more of an arcade-style baseball game (the 500 mph fastballs kinda give it away), but that doesn't mean they can't accurately represent all of the sim-style aspects of play. The batting and fielding controls are smooth and responsive, but some of the animations are lame and the ball physics are really fun for a P, but why lacking if you're looking for realism.

**John R**

For a game that's been in development for so long, **this zero doesn't have much to show for it.** Tight on features, full of animation glitches, and littered with game-play bugs. It seems like Griffey could have used a lot more refining. Fortunately, it is a fun game, but only if you're looking for an easy-to-learn arcade-style baseball sim. If you're looking for a dry death of realism, now, you should definitely go for All-Star '99 instead.

**Kraig**

To me Griffey is equal to All-Star '99, maybe even a little better. Granted it's more arcade-like, and it's not high-tech, but it makes up for that in other areas. Game speed is swift—no waiting for the pitcher all day. Also, the **batting interface is every bit as challenging as A55's.** In fact, they're very similar. Gameplay is right up there as well. I don't like some of the throw lines (they seem long), but I can tolerate it. A very solid game overall.

**Dean**

If it weren't for last month's excellent All-Star Baseball '99, to be really digging Griffey All-Star game, I can't find much to complain about; Griffey is a solid game that should provide hours of fun. **But after playing All-Star '99, Griffey feels like a step backward in many areas:** realism, player models, gameplay and graphics. But if you prefer adult and excitement over realistic simulation baseball, then Griffey's your man.

**Dan**

Number Of Players: 1

Best Feature: Nice Explosions

Worst Feature: It Just Ain't Fun

www.interplay.com

Number Of Players: 1-2

Best Feature: The Humor

Worst Feature: Clunky Control, Poor Animation

www.interplay.com

Number Of Players: 1-3

Best Feature: Responsive Control

Worst Feature: Lacking In The Realism Dept.

www.nintendo.com

| INITIALS | SCORE | IGNITIVITY | GLORY |
|----------|-------|------------|-------|
| 6        | 4     | 4          | 4     |

| INITIALS | SCORE | IGNITIVITY | GLORY |
|----------|-------|------------|-------|
| 5        | 6     | 4          | 6     |

| INITIALS | SCORE | IGNITIVITY | GLORY |
|----------|-------|------------|-------|
| 7        | 7     | 6          | 7     |

## MISSION: IMPOSSIBLE



**Publisher:** Infogrames  
**Developer:** Infogrames  
**Featured In:** EGM #106

Your mission, if you choose to accept it, is to look past Mission: Impossible's poorly executed missions and objectives and pretend the game is good. **Yes, the game's quite a disappointment.** You'd think if a game is delayed as long as Mission: Impossible was, the finished product would be incredible. Well, Mission: Impossible has its moments but it's far from being the next big thing. It's unfortunate because with a license like Mission: Impossible, the game could've been awesome. Sure, the game has some interesting missions, locations, cool gizmos and a fairly cinematic style, but none of these good points are done in a very slick manner. All too often sequences are very linear, with too many little objectives that are too easy to screw up (i.e., all of a sudden a mission is over because a guard pulled a gun on you...you're a special agent for crying out loud). In addition, the action side of the game where you have to jump around and fight with people is the same way. When you shoot any of the weapons there's a weird hesitation, like the person you just hit is on some sort of delay, even though the animation is pretty smooth. The only way to say even though Mission: Impossible suffers some interesting features, it's better suited as a rental and only a possible purchase.

**Shawn**

While stylistically quite an impressive game, MI is as appar. as aspirations to "adventurer" status as opposed to "action" have led it to suffer a bit. The overly enthusiastic camera makes controlling Ethan frustrating in places, and the simple puzzle-based gameplay simply leads you by the hand rather than actually challenging you. There's a tendency for the levels to drag on a bit too. Not out of line for a first—but it could be more. **Fun**

**John D**

Mission: Impossible packs a lot of cool gameplay concepts. Trouble is, none of them is executed very well. Each mission drives out plenty of objectives, which you can usually complete in any order and are best accomplished through stealth rather than gunplay. But **most puzzles are tedious**, and nothing's worse than dying near the end of a long mission, only to have to begin from scratch. The blah graphics don't help, either.

**Crispin**

This reminds me of GoldenEye, minus most of the fun. **Mission: Impossible is simply too tedious for its own good.** There's just too many missions whose laundry list of objectives require you do all sorts of really boring shif. The graphics are pretty good, but some parts of the game look less polished than others, and some of the enemies look very grainy. Only recommend this game if you have a lot of patience.

**Kraig**

## MORTAL KOMBAT 4



**Publisher:** Midway  
**Developer:** Eurocom  
**Featured In:** EGM #107

Does the world need another MK game? Wasn't Trilogy enough to keep everyone happy? In terms of what this offers as a "pure" fighting game, it's more of a step backward rather than forward. Sure the graphics are all pretty and there are some cool special effects, but the fighting engine seems limited. **Underneath it all, it looks as though this is all of the bits that people loved from previous MKs jam-packed into a 3D environment.** The more frivolous alikes (Babalights, etc.) that reared their ugly heads in later MKs are now gone, and the net result should be a purer experience. Unfortunately this isn't the case. There are some awesome combo moves locked in there somewhere, but they are fairly tough to pull off. This would be all well and good, but once you've managed to squeeze a so-so hit combo out of a fighter, you realize that it does no more damage than a four-hit combo that's finished off with a suitably mean uppercut. It's almost as though it does some of the stuff just for show. The weapons-based combat is OK, but it's merely a distraction, and it can seriously affect two-player games as it chases the action. When all is said and done though, MK4 is a fun game. It may not compete with the Tekkens and Virtua Fighters, but it's a soap in the right direction.

**Sushi**

Midway has been flooding the N64 library with many sub-par fighting game. It's about time a decent one came through. MK4 is much more enjoyable than Midway's other 3D fighters on the system (i.e., War Gods, Mace). It has solid controls, terrific graphics and an interesting combo system. Though I'd rather play MK Trilogy (my favorite Mortal Combat is Kameo), MK4 will do for now. **It's not a great game, but it has its moments.**

**Dan**

I'll say up front that I've just about lost all interest in the MK series since MK3 came out. That being said, MK4 for the N64 is definitely a step up from the last MK, though the gameplay is still too dull and repetitive for my tastes. The 3D graphics are very nicely done and the weapons system is innovative, but there's just not enough depth here to keep me interested. Once you've seen all the fatalities and such, it gets old, quick.

**John R**

Basically this is much of what MK3 provided but with considerably more slush. **By default, I think that makes this the best fighter on the N64 right now.** The graphics are certainly close to the arcade game, and the gameplay is very solid. If a bit dated by Tekken standards. It's a shame it can get a bit cheap. The combos are hard to pull off and an... often just flash rather than being useful. The two-on-two combat is very cool though.

**John D**

## OFF-ROAD CHALLENGE



**Publisher:** Midway  
**Developer:** Animatec  
**Featured In:** EGM #107

Off-Road Challenge brings the delights of mindless arcade riding to the N64. And while that may sound harsh, it's not that far off base. As an arcade port, unfortunately, I don't think this one will enjoy the same success being Tim on 51 Rush has achieved. For one thing the level of gameplay is something akin to Crusin' USA (I'm not in there use the same engine), only on the dirt, of course. What that amounts to is a lot of sloppy driving in "zany" conditions in which UFOs, lapines and the occasional wild animal are common components. The standard dash for the finish line includes nitro gun grabbing and flawless driving to actually win a race. Sounds harmless, right? Perhaps even fun... well not quite. While Off-Road Challenge may be entertaining to play at the arcades for a few minutes, it doesn't have the kind of depth and gameplay needed to keep it afloat as a home console game. The only real incentive to win a race comes from the wretched desire to upgrade vehicles—hoping to increase the excitement of the contest. Of course, if you liked Crusin' USA, then by all means you'll probably enjoy Off-Road. Just don't expect anything near as good as Sony's Rally Cross or the awesome Suga Rally. This is strictly an arcade offering best suited for young'uns with short attention spans.

**Dean**

Oh dear. Oh dear, dear, DREARY!!! What a load of old rubbish. Chippy frank rates, completely unbalanced gameplay and dodgy looking visuals. **Why is it even possible of producing a good off-road game?** As a one-player game, ORC is slow, chippy and unforfeiting. If this two-player game suffers from stupid camera problems, appalling gameplay balance (once you lose one you're stuffed) and even slower frame rates, Awful!

**John D**

At first Off-Road seemed like a decent little racer, but extend of play has made me realize that it isn't so good. Although the action seems speedy, the frame rate turns out to be chippy most of the time. In addition, the one-player game is ridiculously hard, and the graphics are average at best. **Wouldn't think the two-player game would be rebounding but even that gets old fast, thanks to poor camera angles and unbalanced play.**

**Shawn**

A shoddy port of a ho-hum arcade game. **Off-Road Challenge delivers mindless racing fun in a little more.** The pleasantly cheap AI is a major cupie here. Even with the gun part to enjoy and AI tweaked to Animatec Mode, the computer cars rarely give you a break. Your truck controls fairly well, at least until the occasional awkward camera angle ruins your view of the road. Two-player Mode is a horribly chippy waste of time.

**Crispin**

Number Of Players: 1

Best Feature: Interesting Missions

Worst Feature: The Cool Things are Excused Really

Number Of Players: 1-2

www.infogrames.com

Number Of Players: 1-2

Best Feature: Two-On-Two Combat

Worst Feature: Cheap Combos

www.midway.com

Number Of Players: 1-2

Best Feature: Mindless Racing

Worst Feature: Mindless Racing

www.midway.com

VISUALS 7 SOUND 6 GRAPHICS 6 REPLAY 5

VISUALS 8 SOUND 6 GRAPHICS 6 REPLAY 6

VISUALS 5 SOUND 5 GRAPHICS 4 REPLAY 4



# ADIDAS POWER SOCCER '98



**Publisher:** Pyrosys

**Developer:** Shen Technology/Pyrosys Paris

**Featured In:** EGM #108

Well this was or fairly an interesting experience. The original Adidas was always the "relaxed" member of the PS soccer family. Apparently the same treatment has been made here, but the net result is that the game is a bit poor. The presentation is all very nice—if you like the Adidas TV ads, but the game mechanics seem a bit odd. Even in **Simulation Mode it does the most ridiculous things.** In a two-player game we managed to get a player to keep up with the guy he was marking by doing a permanent sliding tackle. In fact, at the point he moved faster than the guy with the ball by sliding along on his bum. The commentary is also worth noting.

Because the game is so loaded with players and teams, the commentary seems to have given up on saying anything meaningful and just rattles on about any old crap. The animation, although motion-captured, runs at a slow frame rate and there are some bizarre ball contact incidents. Slide into the goal and it can end up being kicked in the opposite direction—without any apparent oversight in the game's code. Like the SN1 and the newer selection knob "moves" from left to right rather than just switching through—it makes keeping track of the action easier than in most games. It's just a shame the players themselves are so unimpressive.

**John D**

The programmers must approve of steroid use, because all of the players in Adidas Power Soccer '98 are little Superman. The Turbo Boost gives you inhuman speed, adds tactical juju foot. This, and the stoppy animation (you know the kind—like, the ball seems to jump all over the place) makes playing the game a very disappointing experience. Too bad, because with the numerous combos, the game had potential.

**Dan**

This is easily one of the worst soccer games I've played. The frame rate is choppy, the player intelligence is nonexistent, the controls are unimpressive, the ball physics are all wrong, and the player animations are totally bad. How do you get on? The only reason anyone would want this game is if they like the cheesy Adidas shoe commercials shamelessly scattered throughout the game. Pyrosys did manage to do this... really well.

**Kraig**

I'm not interested with this new edition of Power Soccer. Primarily the gameplay just feels sloppy and unresponsive which consequently kills the whole thing for me. Other than looking at a floating camera that zooms at the wrong moments, weird ball mechanics, and heavy jerky player animations, I'm not fond of the sound or commentary either. Sure there are millions of teams, and stats out what's the point with poor gameplay?

**Dean**

# BIO F.R.E.A.K.S.



**Publisher:** Midway

**Developer:** Saffire

**Featured In:** EGM #108

This PlayStation version of Bio F.R.E.A.K.S. suffers from the same problems the MSX one does. First, the play is a bit sluggish. **Jumping, putting off combos and basically just controlling your character in general is too clunky.** I do like the graphics quite a bit (even though they can be a little chunky at times) and the character design is brilliant, but neither of these things are enough. The ability to fly and the fairly large arenas seem cool at first, but when it comes down to it, it's rather just fight and not fly around. Sure, it's good as a technique, but in all actuality, it doesn't do much for me. Most everything in Bio F.R.E.A.K.S. looks pretty good but all too often F.R.E.A.K.S. visuals are what come to mind as what's cool about this game instead of solid gameplay. Speaking of which, I have to admit the gore in the game is pretty cool. It's been awhile since I laughed at squishing blood—and I mean that in a good way. One visual effect that isn't so good is how your character looks while blinking. You get this reveal color or something over your body, except it looks like extra lens color. It's kind of weird. If you're looking for something to pass the time with when friends are over, then Bio F.R.E.A.K.S. may be something to consider... it's on sale. But if you're looking for a solid platformer, by all means rent it first.

**Shawn**

If anything, this looks slightly better than the MSX version we reviewed last month. Woodrow. Unfortunately though, the graphics still **seeks the big one**, and now you have to wait for it. The lengthy load times too. I'm not a fan of pointless button-mashes at the best of times, but with the badly designed character-based cheap special moves (great... attacks on demand) this just bites me.

**John D**

Like most of Midway's other fighting games, you just can't like Bio F.R.E.A.K.S. seriously **it isn't a very technical fighter, but it totally doesn't try to be either.** Bio F.R.E.A.K.S. is a showcase of flashy moves (most of them uselessly great graphics and tons of gore, if you can only recover... and this game is casual game types who can enjoy mindless and mind numbing fighting games). But really, you can find much, much better on the PS.

**Dan**

Yes, just what I wanted—another fighter with cheap button-mashing and flashy go effects! Just like the MSX version, the PlayStation one has a bunch of neat-o graphics and loads of gore to cover up the lack of any real gameplay. As a fighting game purist, I'll stick with a Nintendo old-school fighter instead of this fancy, blood-splattered, fly-around-and-use-reagan type of game. If you're like me, this game was only seen by your friend.

**Sushi**

# CIRCUIT BREAKERS



**Game of the Month**

**Publisher:** Namco

**Developer:** Superzone

**Featured In:** A/V

Circuit Breakers is a mad fun to play. The game is similar to Micro Machines as far as how it plays, but the environments, graphics and overall feel are better. The one-player game will provide hours of fun, and the upcoming course add-on disc will give you even more (for a price of course). At first it may seem like the courses are impossible, but if you stick with them and learn the curves, falls and hairpin turns of each particular track, you'll find that winning will come easier. The control is sweet—again, once you get used to it. Taking multiple turns after mastering the control will make you look like a pro. At times the AI can be a little too perfect around turns, but the quick use of a power-up should set things straight. **Now onto a major reason why Circuit Breakers got such a respectable score: The Multiplayer Mode.** When you first play it, the Two- or More-player Mode seems strange. If you fall off the track, you can't race until the's only one person left, and there's points involved... It all seems very confusing. But once you get the hang of it, Circuit Breakers' Multiplayer Mode proves to be a hell of a lot of fun. It's worth buying a multipass for—that is, if you can find one, if you're into games like Micro Machines and IC Pro-Am. Don't say back when, then definitely look into buying Circuit Breakers.

**Shawn**

Wow! Where did this one come from? Circuit Breakers is one of the **surprise games of the year** so far for me. Try to imagine R.C. Pro-Am mixed with Micro Machines, and you'll have a basic idea of what this racer's all about. The SP Mode has a great learning curve and very well-designed tracks, but the highlight of this baby is its Multiplayer Mode. Gather three of your friends and get ready to have a LOT of fun—it's a total blast.

**John B**

Yes, this game's a LOT like Micro Machines except for one thing: better track design. Circuit Breakers' courses are excellent, with enough ledges and chases to make them challenging but not frustrating so (as in Micro Machines). The multiplayer courses are especially good, making this an **ideal party game if you have a multipass.** Still, CB doesn't match Micro Machines when it comes to cut variety and play options.

**Crispin**

I'm sure my esteemed colleagues have said this already, but it bears repeating: Circuit Breakers' tracks for multiplayer action! This quality, too, is unbelievably fun for three or four people playing at a time. The level and game design are brilliant, making this one of the best party games around. You'd best go to play it to understand... don't let its simple looks fool you! The one-player mode isn't bad, but you'll find no real value.

**Dan**

Number Of Players: 1-4

Best Feature: Loads Of Funs

Worst Feature: Weedy Game Mechanics

www.pyrosys.com

Number Of Players: 1-3

Best Feature: Spooky Blood

Worst Feature: Sluggish Control

www.midway.com

Number Of Players: 1-4

Best Feature: Multiplayer Fun

Worst Feature: Some times it's Almost TOO Good

www.namco.com

|         |       |           |        |
|---------|-------|-----------|--------|
| VISUALS | SOUND | INGENUITY | REPLAY |
| 6       | 5     | 4         | 4      |

|         |       |           |        |
|---------|-------|-----------|--------|
| VISUALS | SOUND | INGENUITY | REPLAY |
| 8       | 6     | 6         | 6      |

|         |       |           |        |
|---------|-------|-----------|--------|
| VISUALS | SOUND | INGENUITY | REPLAY |
| 8       | 7     | 9         | 9      |

# ELEMENTAL GEARBOLT



**Publisher:** Working Design  
**Developer:** SCEB/Naïfs System  
**Featured in:** EGM 105

Of all the light gun games I've ever played, **Elemental Gearbolt** definitely has the best atmosphere. The 3D graphics are beautiful and very Panzer Dragoon-esque in design, while the music is just... soaring. I don't know any other way to put it. EG is the first light gun game I've played where I've actually felt peaceful (Goed out, perhaps) as I sit there blasting away anything and everything that moved. Gameplay-wise, EG suffers from only one real fault. It's too short. While this normally would be good enough reason to harp on the game, I can't. Why? Because EG is riddled with secrets and hidden stuff, and if you can make it through Normal Mode with no problems, there's always the Master Mode, which is like six times harder than it was in the Japanese version. If you're not looking for challenge or extras, you'll probably blow through the game in an hour. If you're like me, and you want to test your skills against a game that can be wicidly difficult, you'll be in heaven with EG on Master Mode. That's not all there is to it, though; you get revisionist's paradise (you'll hit without missing any targets adds up to a total), which is nice, and collecting barrels and the hidden challenges on each stage only adds to the depth. The vs. points trade-off feature is cool, too.

**John R**

There's a lot to like about this light gun game, especially its originality. **Elemental Gearbolt** is an unlikely blend of RPS elements and deep gameplay—something very rarely found in light gun games. With good music, graphics (except for some bow-downs) and cinematics, the game draws you right into the action. If you're looking for a fun and different type of gun game, this is certainly the one to buy.

**Kraig**

Any light-gun game for eyes it to blow herself to check out Elemental Gearbolt. The game sets new standards in the genre. It offers a very rewarding point system (which motivates players to score higher by shooting bonus items and going for combos). Elemental Gearbolt also offers a real story line, and requires you to use technique, by picking which gun best suits the situation. EG is way better than V-Copier Time Trials.

**Dan**

Although it's not a particularly long game, Elemental Gearbolt is still a beautiful—even elegant—light-gun shooter that oozes atmosphere. It's also a bit revolutionary in that it forces you to take slow, careful shots (rapid-fire jamming on the trigger will get you nowhere). The graphics are stunning (despite some slowdown in two-player mode), while the excellent cinematics and moody music top off this slick package.

**Chris P**

# FOX SPORTS GOLF '99



**Publisher:** Fox Interactive  
**Developer:** Gremlin  
**Featured in:** EGM 108

New name, roughly the same game. When golf simulations started to trickle onto the PlayStation years ago, Gremlin's **Golf** was the best of a really bad batch of competitors. Now, they're back and their latest golf game brandishes the FOX name instead of interplay's VR Sports label. The change does n't seem to have affected the game much. **FS Golf** looks very similar to the game that unofficially preceded it—that is to say it's not very pretty. The 3D graphics are passable, but are very blandly detailed. Granted, it is just a golf course, but that's exactly the point—it shouldn't be hard to make them look really good. Additionally, the golfers are drawn sloppily, and the menus and interface are pretty hideous. It also looks like the FOX Sports logo was just slapped randomly about the game. On the good side, load times are brisk (very key), and the automatic camera that follow the ball in flight make things interesting. Even more interesting is some of the really wild physics that make the golf ball do things that it never would regularly on a golf course. If you can stand the graphics and the physics, the vast amount of game styles available should keep you busy for a long time. But why should you bother when **FOX Sports Golf '99** is easily topped by **Hot Shots Golf** in every way possible?

**Kraig**

If Fox Sports Golf '99 had come out two years ago, it probably would've been acceptable, but compared to today's plicians, namely Hot Shots Golf, it seems mediocre at best. Three things stick out: weird player animations, questionable game physics and an annoying commentator. You can shut off the announcer and deal with the animation, but you can't compromise on the game's physics. It has too much influence on the gameplay.

**Dean**

Hmmm, this just isn't gonna work. **FS Golf '99** has plenty of options and features and a lot of stuff that marketing people love, but in the end, the gameplay is boring, the frame rate is choppy, and the control is stiff. Hot Shots Golf pretty much set the standard in golf game engines, and until a game comes along with a better one, I'm not going to waste my time with any others. Next time around remember, gameplay first.

**John R**

If you ever feel the need to be patronized for your own part of time I suggest you get a copy of this. I've never come across a game's commentary that goes out of its way to insult you so much. As golf games go, it's pretty fair. The 3D graphics are unique, but a bit slow and choppy, and the controls seem to take a while to react. Most annoying of all though, it's sometimes difficult to judge shots. Not quite PGA standard.

**John D**

# FOX SPORTS SOCCER '99



**Publisher:** Fox Interactive  
**Developer:** Gremlin  
**Featured in:** EGM 108

It's about time a soccer game came along and showed up the FIFA series (sorry). Fox Sports Soccer '99 completely surprised me and is now my favorite soccer game on the PlayStation (though it's far from perfect). Why am I so impressed? Well, being a soccer fan and a casual soccer player, I understand how soccer should be played in real life. Fox '99 is the closest thing I've seen to real life yet. I'm not talking about graphics here (although Fox '99 does look nice). I'm talking about the way the players behave on the field. The goalies are the best in the business. They don't sit around and wait for a soccer ball to approach them; they'll rush out to intercept the ball, if it's a one-on-one situation. It's rather hard to get in any easy goals, even on the easiest difficulty setting. The passing is also realistic. Long passes lead to receivers, keeping the offense constantly moving forward (but here lies one of the game's faults: The defense sometimes doesn't react properly to a long offensive job, letting them get buried too easily). Other problems: poor viewing angles on corner, free and goal kicks and controls that take a lot of getting used to. If you're looking for a realistic soccer game that's light on FIFA, definitely take a look at this. Those looking for a more arcade/action-oriented soccer game should pass.

**Dan**

Actual Soccer 2, the UK version of this title is revered as one of the best soccer games available over there. Praise indeed. I'm sure you'll agree. Unfortunately, something seems to have happened in the transition to this. Most notable is the presentation. The commentary is an absolute joke! As a two-player game, this can hold its own against FIFA, but in a one-player game, it's let down by some today player-N.

**John D**

It's a darn good thing this game has a Practice Mode. Fox Sports Soccer is a little too realistic—and therefore difficult—for my tastes. Yes, it's nice that the goalie AI is superb. Yet the passing and player-movement physics are impressively realistic. But damn—I'd like to score a goal once in a while! Prepare for a steep learning curve with this game. Don't even bother if you prefer footy games of the arcade variety.

**Crispin**

Well, it's better than Power Soccer 98 but it's not the FIFA or Goal Storm league IMO. The players move in such a frantic way that I feel like I'm watching corner clouds scurrying around a big top. Automatic player-switching is a bit frustrating as well due to even changing camera angles. Overall the gameplay is sub-par when compared to greats like FIFA or GS, but given time, this one could grow on you like a strange fungus.

**Dean**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---------|-------|-----------|--------|
| 8       | 8     | 8         | 7      |

| VISUALS | SOUND | INGENUITY | REPLAY |
|---------|-------|-----------|--------|
| 5       | 5     | 5         | 5      |

| VISUALS | SOUND | INGENUITY | REPLAY |
|---------|-------|-----------|--------|
| 7       | 6     | 5         | 6      |

Number Of Players: 1-2

Best Feature: Fantastic Atmosphere

Worst Feature: A Bit Short

www.workingdesign.com

Number Of Players: 1-4

Best Feature: Solid Gameplay

Worst Feature: Ugly, Unattractive Menus

www.foxintl.com

Number Of Players: 1-4

Best Feature: Realistic Play

Worst Feature: Control

www.foxintl.com

# JEREMY McGRATH SUPERCROSS 98



Publisher: Acclaim  
Developer: Probe

Featured In: EGM #104

Supercross 98 is definitely a good—possibly the best—moto-x racing game to come out for the PlayStation to date. Having only VMX and Moto Racer to contend with, **SuperCross** dismantles them easily in several categories. Graphically it's very competent with a lot of emphasis on detail. Good use of light and shading as well as little nuances like blowing leaves, exhaust smoke and flying dirt do wonders for the atmosphere. In later stages, impressive snow, rain and early morning light effects steal the show. Animation is also top-notch. Riders react to what is happening (breating, putting feet down, crouching, etc.) rather than just sitting perfectly upright like consipated mannequins. Add these elements with the title's good game-play and it really is quite a nice package. Other pleasant surprises include a great frame rate, a functional first-person view and an awesome track editor. Creating new tracks is probably as much fun as racing them. The problems? No licensed bikes and, despite what the manual says, there are only two available. Also, the difficulty isn't setting in way too easy. I buzzed through a season easily winning every race, thus killing some of the replay appeal. The informal dice setting is good to start with, it isn't perfect but SC is by far my new favorite moto-x racer.

**Dean**

Number Of Players: 1-2

Best Feature: Track Editor

Worst Feature: Not Enough Bikes

www.acclaim.net

# MORTAL KOMBAT 4



Publisher: Midway  
Developer: Eurocom

Featured In: EGM #103

If you're still a *Mortal Kombat* fan after all these years, well, more power to you. I felt the series should've been laid to rest with the first MK3, and after seeing MK4, it only confirmed my feelings. *Mortal Kombat* games are simply not as deep or as fun as any of the Street Fighters to keep the series going on this long. **Mortal Kombat 4 pales in comparison to MK2 or MK3**, it offers very little to the series, and what it does offer is no big deal. Weapons? They provide a fun distraction...at best. No new fighters? They barely have an interesting move or characteristic between them. BUT...the game isn't without its merits. Obviously, the biggest improvement is in the graphics. The animation and frame rate are superb. Fatalities look great in 3D, as do the throws and bone-breakers. On the gameplay side, Eurocom and Midway did an excellent job of bringing the "MK feel" to a polygonal world. Unlike Street Fighter EX, which is a bit rocky, MK4 plays exactly like any of the 2D MK games. It's so like the slightly (but not overly) cheap combo system. MK4's so hit you feel like you're back in the old days. More than most of Takken's 3D-batters (I don't care how good they are), you still feel like you're in the game's 1st bad. If you still like *Mortal Kombat* and you don't mind some feel-free it, this MK may be for you. Just don't expect a *Kick-Ass*.

**Dan**

Number Of Players: 1-3

Best Feature: Nice Graphics

Worst Feature: Tired Gameplay

www.midway.com

# NFL XTREME



Publisher: Sony Computer Entertainment  
Developer: 989 Studios

Featured In: EGM #106

Obviously inspired by Midway's NFL Blitz, **NFL Xtreme isn't half as good as the game it seeks to imitate**. 989 Studios took the basic gameplay they added every conceivable feature: season play, player creation, variable weather, bear away jerseys, mudflats, in-depth stats, tons of plays, etc. You name it, they put it in there. Unfortunately what they didn't include was the most important ingredient of these old good games: instead of delivering fast-paced, hard-hitting action, NFL Xtreme moves at a sluggish pace, and is marred by choppy animations and bad play mechanics. Granted, this game is probably taxing the PS hardware, but that doesn't mean I can forgive the ugly 5-on-5 formations that are confusing to the point that having a player designated as a running back or tight end really has no meaning. Receivers can't be placed in motion, and if you throw to them when they're covered, it seems that they'll come down with the ball almost every one. The computer intelligence is horrible. In my first game at the highest difficulty level, I beat the computer by 40 pts—using only two plays! That's only about three numbers less than the amount of boring phrases the repetitive announcer utters. Who can blame him? For a supposedly hard-hitting football game, NFL Xtreme isn't very exciting.

**Kraig**

Number Of Players: 1-4

Best Feature: Very Customizable

Worst Feature: Sluggish Gameplay

www.playstation.com

This game's attention to detail and fine-tuned control will appeal to most meticulous game-lovers, but suffer for the more arcade-style game-play of *Moto Racer*. Still, **SuperCross 98 is a solid racer once you get the hang of it** (particularly, once you learn to use the ratio and then brake to your advantage against the joystick)—if not overly challenging—At all. The cool track editor had me rummaging about my old NES Exoticdrive days.

**Crispin**

Even though its graphics are on the much less impressive (with a few exceptions), *Fun Play* is both the One, and a Two-Play Modes. It's the best thing about the game is the track editor. Not since Exoticdrive have I been able to create a track and then race on it. Now that's fun! Other than that, the game is weak forward with little or no awesome features. Rent it to check it out, but if you're into making your own tracks.

**Shawn**

While I'm not a huge fan of this whole "something to nothing" play Road Racer 3D or Moto Racer, will admit that SuperCross 98 is surprisingly good. Better than I expected, anyway. The track editor alone makes it worth a peek, but the fast-paced gameplay and cool track layouts will keep motofans like (like Dean) satisfied for weeks. Two gripes: 1) the CPU races are a little "fudgy" (inconsistent) and why only two bikes?

**John R**

Though the N64 suffers from a fighting game drought, the PS doesn't. There are many new, much better fighting games than this on the system. Games that don't mysteriously start loading from the CD half way through, an animation, games that offer favorite graceful moves and combos. Games that aren't filled with cheap moves unless you're playing MK next year, you're going to come away with this N64, you're going to come away with this N64.

**John D**

The PS conversion of MK4 isn't quite as sharp as the N64 one, but it's still just about arcade perfect. But while the graphics have made the jump to 3D, the gameplay is still standard MK-fine, and frankly, that's old (but three years ago). The backgrounds aren't as interesting as they were in MK3, and while the weapons add an interesting twist, only the hardcore MK fans are really going to care. It's nice to see *GoD* back in action.

**John R**

It's not other that a PlayStation version of a fighting game is beat-in by its N64 brethren, but MK4 is a case in point. Graphically it doesn't have the solid feel that you expect, but more importantly, it suffers from some terrible modeling problems. As a game, my comments regarding the N64 version stand here too—comparing to many of the class fighters on the PlayStation though, this really doesn't stand a chance.

**Shawn**

I can't wrap up to Xtreme. All the elements are in place, decent graphics, fast frame rate and fancy player models. They just don't seem to get into an exciting package. The precision just isn't there. In fact it's hard to discern some of the tighter action that takes place on the field because of choppy tackling, animations and mechanics. In the end, Xtreme doesn't generate the same feeling funny as even *GameDay*, much less *Blitz*.

**Dean**

Had NFL Blitz never existed, NFL Xtreme might be a pretty cool, somewhat innovative game. On the other hand, had Blitz never existed, Xtreme would've never been brought out to shamelessly mock it in the first place. Xtreme feels real hard to provide the excitement of Blitz, but falls short in too many ways. Most importantly, the game just isn't very much fun to play. If you must buy it, I strongly suggest renting first.

**John R**

What is up with this game? It's like it was created out unfinished. The graphics and animation are way clunky, the control is far from being intuitive, and the voiceovers are forced at best. If Sony is going for more of an arcade experience instead of the standard football sim (similar to NFL Blitz), then they should've made this game more accessible for everybody. The AP Mode isn't quite that fun, but the game's so cumbersome to play.

**Shawn**

|         |       |           |        |
|---------|-------|-----------|--------|
| VISUALS | SOUND | INGENUITY | REPLAY |
| 6       | 6     | 6         | 7      |

|         |       |           |        |
|---------|-------|-----------|--------|
| VISUALS | SOUND | INGENUITY | REPLAY |
| 7       | 6     | 4         | 6      |

|         |       |           |        |
|---------|-------|-----------|--------|
| VISUALS | SOUND | INGENUITY | REPLAY |
| 6       | 4     | 5         | 5      |

## PRO PINBALL: TIMESHOCK!



**Publisher:** Empire Interactive  
**Developer:** Gameing Developments  
**Featured in:** EGM #107

We've come to expect a lot of depth and gameplay in the new generation of PS games. Sadly this PC port pinball sim is surprisingly shallow. Granted it's not terrible — the ball physics are decent and the gameplay and graphics are passable — but the fact that **there's only one table is just unacceptable.** It seems as if you're only getting about 30 percent of a game with Timeshock!, even more maddening — there's nothing creative about it. Other games, like *Hot Shots Golf* or *Ten Pin Alley* for example, have taken their somewhat boring games and spiced them up with unique graphics and characters and engaging gameplay. Unfortunately, I can't say the same for TS. Beyond multiball and special target hits, there really aren't any exciting gaming moments. Unless, of course, you count getting a ball penalty — whoopee! Strangely fogging the screen to offer more tables, they include a slide show instead? Granted the rendered scenes (close-ups of the table) look pretty good, but they certainly don't redeem the game. In the end, it comes across as a cheap way to add some substance to an over-all bad package. Sorry, we're not fooled. It could help on the sub-par sound or hard-to-read menus as well, but what's the point? There's just not enough depth in this decent but very limited pinball offering.

**Dan**

Timeshock! does its best to capture the true pinball feel by offering four viewing angles and a realistic physics model. Unfortunately, some of the viewing angles work too well (it's just the nature of trying to fit a whole pinball table on a TV screen). The visual problem is made worse by the overly colorful and cluttered playing field. I also find it difficult to recommend paying money for a one-table, console, pinball game.

**Dan**

The single pinball table presented here doesn't seem like a bad game at all. In fact, it probably plays as well in real life. If I came across it in an arcade, I'd trouble with the virtual version, though, is that it's too big and complicated to be crammed onto one screen. None of the four available views does an adequate job of clearly showing the ball's location at all times. And where's the fun in playing if you can't see the ball?

**Crispin**

It's ridiculous that this pinball title only has one board. Granted, if it were the best pinball board on Earth, I might let it slide, but unfortunately, that's not the case. Displayed as a scrolling, perspective 3D environment, the sole board in *Pro Pinball* is bland. It has a monochrome light display and small objectives flared throughout the field of play, but those do little to keep the game from being incredibly shallow and boring.

**Kraig**

VISUALS 5 SOUND 6 INTEGRITY 3 REPLAY 4

## RISK



**Publisher:** Hasbro Interactive  
**Developer:** Kane Craft  
**Featured in:** EGM #107

Part of the appeal of the board game version of Risk is that it is a very tense, competitive, social game that demands a lot of interplay between the players. Can you really capture the spirit in a PlayStation game? Well... yes and no. As a multiplayer game (with multi-tab support), I think I'd still rather go through the hassle of setting up a board and doing it for real. As a single-player game, I think this is probably the best version around. The AI is brutal to say the very least (I absolutely screamed the first time I played), but once you get used to the aggressive way it plays, you'll be faced with a good challenge. I'd have liked to be able to play with a full map on the screen rather than scrolling around, but you get used to zipping about the map after a while, especially if you have an analog pad or a mouse. The basic "Classic Risk" is great, but if this is too simple for you, you can opt to play on limited maps (i.e., just Europe or the United States), Mission Risk (a new version developed for the board game that gives players specific tasks) or, Ultimate Risk, a vastly bloated interpretation that, unfortunately, has a bigger map and unnecessarily complicates the classic game with badly rendered battles. Some strategy fans may get a kick out of it, but I feel it overly spoils the underlying game.

**John D**

If you like the board game, you'll love the PlayStation counterpart. Even today, Risk's AI is... yet comes strategy fans to the most advanced tactical games — even more so if you use some of the in-depth features found on this version. The developers of PlayStation Risk fully finished out the game by including just about every possible variation imaginable. Don't expect any flashy graphics, just rock-solid gameplay.

**Kraig**

Risk is easy to get into even though it seems intimidating at first. The graphics and control obviously aren't what this game's all about. Instead, it gives you a classic board game in an interactive form, and does so well. There's something about Risk that makes you feel like you're really at war, even though there are no sounds or visuals to make the experience seem more real. I have to admit I had trouble gaining global dominance.

**Shawn**

PlayStation Risk is one helluva package. It has Classic Risk and Ultimate Risk, a more complex version of the board game. More than that, this disk offers a ton of rule variations for both games. Despite the new maps, features and rules, I still find myself playing Classic Risk the most. It's easy, fun and quick to get into (and out of). But if you're a Risk player, you should definitely check this disk out. It offers too much to pass up.

**Dan**

VISUALS 5 SOUND 5 INTEGRITY 7 REPLAY 9

## ROAD RASH 3D



**Publisher:** Electronic Arts  
**Developer:** Electronic Arts  
**Featured in:** EGM #105

Ever since the 3DD version of Road Rash came out (the game that pushed me into buying that awful system), I've been waiting for a worthy sequel to arrive. Fortunately, RR3D is that sequel, though to be totally fair, if you're not a die-hard Road Rash fan like myself, you may find yourself wondering what all the fuss is about. Road Rash 3D doesn't offer any major improvements over its predecessors other than the obvious, which is a fully 3D engine, new music (I actually prefer the old music) and much better track designs. Oh, and there's analog control and Dual Shock support (and in similar fashion, I prefer the digital pad). The gameplay is well-balanced, and the four different classes of bikes are varied enough that you can really feel the difference in control between them, but the combat portion of the game — which is really like half the fun of it all — has been toned down a lot. The graphics and sounds are very nice (some of the later tracks look gorgeous), and when you see some of the later (better) bikes, the screen just screams by making for some intense racing. Yet still, I can't help but feel... the RR3D couldn't do much more, not as minor a complaint as it may be. I really hate the fact that you no longer control your guy running back to the bike after a crash. Still, RR fans should be satisfied.

**John R**

I was skeptical of the 3D polygon incarnation of RR. Would it top or at least equal the quality of the 3DD version in a world you... to its advantage, it takes a lot more skill and finesse to maneuver the bikes. Also, several styles of motorcycle are available — rather than just sport bikes. The tracks are very long as well making winning a really sweet with a few weeks — or time consuming log book to the bike either. Overall, a good sequel.

**Dan**

As an avid Road Rash fan, I was really glad to see this game finally get finished. I'm also glad that EA came through with a very good racing game. Unfortunately, the combat in this RR is a little tamer than the others — it seems like the fighting is more sparse. For some odd reason RR's polygonal graphics made it hard to sustain a huge draw out on tracks on bikes. In other words, RR 3D is fun and has attitude — give it a try.

**Kraig**

Road Rash 3D picks nearly everything I loved about the classic series — high speed, cool courses, lightning spills and intense combat (although, fighting isn't so crucial as before). The graphics, while not up to GT's standards, are adequately fast. Some of the series' in-your-face personality is missing. Characters are particularly weak, and you're never pulled out of the bike automatically after a crash. I prefer the old auto-yet-to-be-routin.

**Crispin**

VISUALS 8 SOUND 8 INTEGRITY 6 REPLAY 8

Number Of Players: 1-4

Best Feature: Solid Gameplay

Worst Feature: Not Enough Variety

www.ea.com

Number Of Players: 1-4

Best Feature: Classic Risk

Worst Feature: Ultimate Risk Spills The Game

www.hasbro.com

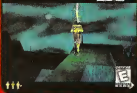
Number Of Players: 1

Best Feature: Fast-Paced Gameplay

Worst Feature: Nothing Much New Here

www.ea.com

## SENTINEL RETURNS



**Talkback/Type**  
**Developer: No-Name Games**  
**Featured in: N/A**

Number Of Players: 1

Best Feature: Lots Of Levels

Worst Feature: Repetitive Gameplay

www.polygon.com

This review'll probably get me in trouble. One of the original Sentinels—to which this update is similar—will likely be pissed that I haven't become a raving addict to its classic gameplay. On the other hand, newbies to this slow-paced, horrible-looking game will wonder why I gave it an average score instead of trashing it. The truth is, **Sentinel Returns is a fun, addicting game—but only to a certain extent.** It's also difficult to explain. You teleport your way across a checkerboard plane, absorbing stick-like trees for energy and avoiding the raving gaze of the Sentinel and his sentries, all of whom are perched high above the playfield. Your eventual goal is to climb up to the Sentinel's altitude and topple him, absorbing as much energy as possible along the way. This concept is as elegant as it was in the original Sentinel. And if the graphics seem slow...well, supposedly that's by design. The game builds tension by forcing you to crawl through the stages, making it that much harder to find an escape route should the Sentinel lock your way (without you can buffer commands to hasten progress across the landscape). Still, there's no excuse for the blah graphics, and the gameplay should be repeatable by the time I reached the 30th level. Unfortunately, since I hit 600 or so levels for go.

**Crispin**

Sure, there's a certain amount of nostalgia associated with Sentinel Returns—but that just doesn't do anything for me. When you look past the mediocre graphics, clunky controls and repetitious gameplay, you see a game that should've stood on its own when it came from **J.** If I wanted level after level of the same thing, I'd go to the arcade and play Frogger. Get up, dear one of the other classics. Remind you liked the original.

**Shawn**

Surprisingly, this strange little title is mildly addictive. I didn't expect much—the rough graphics and mediocre controls (see, e.g., PlayStation mouse: if you have one) turned me off at first. But the minute you hit the base of how things work, I found out that this is a diamond in the rough. OK, maybe more like a cubic zirconia...the game can get rather monotonous with its repetitive gameplay and long load times.

**Dan**

Having fond memories of the original Sentinel from years ago I had my doubts as to whether I would enjoy this as much. **Definitely something that older gamers will appreciate,** it's a wonderful example of how a cerebral gameplay combined with atmospheric effects (the John Carpenter music is especially noteworthy) can make an absorbing experience. Once you get into the gameplay you're hooked away from home.

**John D**

VISUALS 4 SOUND 6 INGENUITY 7 REPLAY 7

## VIGILANTE 8



**Publisher: Activision**  
**Developer: Lunaflex**  
**Featured in: EGM #306**

Number Of Players: 1-2

Best Feature: Intentional Level Design

Worst Feature: Poor Weapon Design

www.activision.com

Surprisingly, V8 is the first serious contender to upset the popular Twisted Metal 2 so far. **The best thing about this vehicle combat game is its large and graphically superb 3D environments.** Tons of lighting effects, lens flares and detailed textures make locations such as the Hoover Dam and Casino City look convincing. Just about everything in each area can be destroyed, sometimes with very chaotic and fiery consequences. The old-style cars have plenty of personality—how could they not when they consist of pick-up trucks with campers and huge tank-like sedans? Even better, the excellent physics engine really brings each car and level to life, especially when skidding over an icy ski slope, thundering over towering hills, or taking a vicious missile hit. Unfortunately, V8's weapons aren't designed as well as the rest of the game, just about every one of them auto-locks onto its target, taking away the most challenging element in a combat game—aiming. As a result, gameplay heavily consists of hide-and-seek as combatants attempt to avoid lock-ons. In many of the one-player missions, it's possible to win a mission by floating fireproof from a perch far away with little chance of being hit. This, like the car fatalities, but it does prevent V8 from topping the king of this genre, **TW2.**

**Kraig**

As a single-player experience, this is pretty much what you'd expect from a car brawler. The weapons look great, the enemy AI is adequate, and the scenery can be completely trashed to allow access to power-ups. As a multiplayer game, it could be better. It takes too long to destroy your opponent, and you tend to end up picking a straight road and "jousting" up and down to target thrusters and don-wins.

**John D**

I must state the obvious: if you like Twisted Metal in any way, you HAVE to check out Vigilante 8. Lunaflex has raised the bar of quality in every conceivable area: graphics and animation sound, level design and realistic game physics. Totally destructible environments is the icing on the cake. The action can drag on at times, since all the vehicles can take a great deal of damage before dying off, but that's a very minor complaint.

**Dan**

V8 is a fine example of a good game. The graphics and interface are slick, the controls are tight, and most importantly, the game plays well. There are no weird glitches, and the minor pop-up problems go unnoted, thanks to the intense action. Besides, you just have to love the **funny music and characters.** Although the game may seem easy at first, it can get quite tricky if you don't plan your attack. This 3D World is a lot of fun.

**Shawn**

VISUALS 8 SOUND 8 INGENUITY 6 REPLAY 7

## GAME BOY CAMERA



**Publisher: Nintendo**  
**Developer: Nintendo**  
**Featured in: EGM #100**

Number Of Players: N/A

Best Feature: Animation Program

Worst Feature: Clunky Menu System

www.nintendo.com

It only makes sense that the most successful game system in history should get the coolest peripheral of all time. Still, the **Game Boy Camera might be a little too much fun**—especially for its \$50 price tag. Its list of features is a mile long. It stores up to 30 decent-looking photos, which you can alter with lots of goofball clip art (cartoony eyes and noses, etc.) or draw on directly with the paint program (great for adding laser beams to prop weapons). You can also add hotspots to your photos, making them jump to other pictures if you click on the right places (perfect for putting together interactive stories). The camera features a delay timer, a time-lapse Snapshot Mode, four film-games (one of them secret), more than a dozen special lens effects—even a feature to merge two photos together. By far the most fun function is the animation program, which lets you take all your pictures and assemble them into a 47-frame movie. You can make stop-photo-animation movies, webcam documentaries, special-effects-laden sci-fi epics—there's no limit to what creative pocket auteurs can accomplish. The \$50 price is worth getting, too—especially for the sticker-club crowd—but you can certainly live without it. Best of all, the camera's easy to learn, although the menus are a bit disorganized.

**Crispin**

I fear for teachers across the States, because while this incredibly diverse little device puts out, it's gonna cause lots of chaos in classrooms. The Game Boy Camera is a remarkable example of ingenuity and technology—there is just so much you can do with it. This is definitely one of the coolest, yet affordable, devices out there. The only problem with it is that the menus and some of the options are a little confusing.

**Kraig**

I think this is the best toy I have come across in a very, very long time. **I don't remember the last time a crowd of people had such a laugh with something which is fundamentally so simple.** Despite its simplicity though, the camera has a lot to offer. Building up animations can lead to much-a-musement (some of things we came up with were a little to be desired), and the extra little games and effects just round it all off. Brilliant.

**John D**

This little gadget has to be one of the **coolest things**, peripherals I've ever seen, if not THE coolest. Even if you just pick up the GBC and go without loading the manual, you can occupy yourself for hours. If you actually load up on all the little things you can do with it though, you'll be set for weeks! It's too bad, having your own sticker club machine, only you can do about a million different kinds with it as well. A must buy for GBC owners.

**John R**

VISUALS 9 SOUND 5 INGENUITY 10 REPLAY 10

August 1998

## OVERALL

- 1** **Tekken 3**  
PlayStation/Namco
- 2** **Gran Turismo**  
PlayStation/SCFA
- 3** **Circuit Breakers**  
PlayStation/Mirrorscope
- 4** **Elemental Gearbolt**  
PlayStation/Walking Designs
- 5** **Tomba!**  
PlayStation/SCFA
- 6** **Vigilante 8**  
PlayStation/Artvision
- 7** **Road Rash 3D**  
PlayStation/Electronic Arts
- 8** **Hot Shots Golf**  
PlayStation/SCFA
- 9** **Risk**  
PlayStation/Mascha Interaktion
- 10** **Einhänder**  
PlayStation/SCFA

## NINTENDO 64

- 1** **All-Star Baseball 99**
- 2** **NBA Courtside**
- 3** **MLB Featuring Ken Griffey Jr.**
- 4** **GoldenEye 007**
- 5** **Mortal Kombat 4**



## PLAYSTATION

- 1** **Tekken 3**
- 2** **Gran Turismo**
- 3** **Circuit Breakers**
- 4** **Elemental Gearbolt**
- 5** **Tomba!**



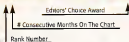
## SATURN

- 1** **Panzer Dragoon Saga**
- 2** **Burning Rangers**
- 3** **Winter Heat**
- 4** **SF Collection**
- 5** **Saturn Bomberman**



## HOW TO READ THE TOP 10 CHART

- 5** **Name of Game**  
Publisher's Name



## GAMING MOMENT

The fantastic Game Boy Camera turned everyone in the office into budding James Camerons this month—at least once they figured out the animation program. The staff produced no less than six special-effects-filled flicks, ranging from simple stop-photo animations to a particularly bizarre piece featuring Voltron action figures and a banana. But big cheese John D. perhaps uncovered what will be the gizmo's most common purpose, when he used it—along with screen shots from his Internet browser—to assemble a softcore-porn animation that rivals anything you might see on late-night Skinemax.





# Forsaken 64

By the EGM Staff

This version is entirely different from the PlayStation or PC versions, almost looking over to become a new game. On these two pages you will get a look at the first level of each tier and one Boss.

## Nuke

The amount of time you take on this mission will determine which path you will start on, if you do it in under two minutes and 30 seconds you will go to the second tier. To get to the third tier you must complete it in under one

minute and 40 seconds.

**A.** This room is through the tunnel and to the right of your starting point. Here you will find several enemies and some power-ups.

**B.** Destroy this cannon fast so you can get the two fighters around it with ease.

## Knowledge Base

This first mission is very easy. To beat this mission you must first gather the a-bomb, which is the first tube down, and set it in the control room.

**A.** To beat this mid-Boss, use the strafe to circle it while you fire your main weapon at it.

**B.** Once you enter this room, highlight it out and follow the tube as far up as it will go. Ignore all the enemies and head back to the starting point as quick as you can.



## Catch the Orb



If you are centered enough underneath it, it won't be able to shoot at you. Be sure you get away from it before its energy bar disappears. Finish it off from afar or you will be severely weakened by the final blast.

**B.** The next challenge in this mission will be the other bounty hunters running around. There are a total of four that you'll fight and each one has its own special little weapon. Just be sure to get the Titan missile and to strafe to stay alive.

# Mission Tree

The mission tree of the game is similar to Star Fox's. The shortest route is the hardest tier and only has five missions in it. The second tier is eight missions and the first tier is nine.

There are many branches within the tiers. The key to jumping over to other tiers sometimes lies in the percentage that is shot in a level or even a particular route you take. (See Nuke for an example.) After you finish a tier, a grade of Battle Mode will open for you to play on. (See the Battle Mode section for more details.)

## Easy Level

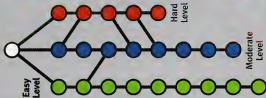
This level will be the easiest for this game. It gives you a bunch of different kinds of weapons, but nothing too difficult to complete.

## Moderate Level

The stakes are raised in this path. There are many possibilities to jump over to the higher path and even once to the lower.

## Hard Level

The shortest, but also the hardest. This is the only path that has a real ending.



Strategies To Get You Started On The Hottest Games

# JUMP START

See EGM's issue #49 for the complete walk-through!

EGM





## Battle Mode

After finishing any tier of normal play you will be rewarded with a Battle Mode. Depending on the tier, what grade of Battle Mode you unlock will be determined.

Each level puts you against different numbers of bounty hunters. Breeze puts two against one, Alibi, Icing, and Poppy, three. These levels are pretty tough to complete as the computer is very vicious when it comes to close-quarters. (See multiplayer strategies.)

Use multiplayer if you are not content with anything for beating this mode, but it is a very good way to refine your multiplayer skills.

## Multiplayer Strategies

- Always be quick to find the Titan missile. If you don't get it, another rival or even the computer may get it, giving you a serious problem.
- With all the power weapons in the game, hiding can doom you more than charging at a player.
- The Stealth Missile is good against the computer but can be used against normal humans if you are moving around a lot. Stay put and you can surprise them.
- Scatter missiles are your friends.
- Learn to fly backward. If your enemies run into you, and you are too weak to take them on head-to-head, then you will want to beat feet quick. If you can fly backward you can continue to pop off shots at any following enemies.
- Set up mine missiles in front of doorways. They will shoot at the enemy and explode if he's to run into. A very useful combination.

## Defend the Power

A. The toughest part of this level is not the enemies but locating the power cores. Before you start defending the first core you should head to the back tunnel behind the room and pick up the powerpool. This will make things MUCH easier.

B. This second one is easy. You can actually leave while it is still exposed if you take out the large fighters and keep the other fighters in their bay by not approaching them or taking them out from a distance. There is a mine power-up in the fighter bay though and that can be a great help toward the end of the mission.

## Manneq

A. This BeamLaser is guarding a pair of laser turrets around the corner. Take it out by shooting it from the hallway ceiling and out of sight.

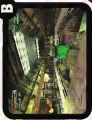
B. Once past the two laser turrets, head into this room and collect all the power-ups. This room is one of the few places with power-ups.

C. Use the transpulse laser to bounce shots around corners and take out the two hidden beam lasers in the ducts above the main room. D. Manneq can deal out some serious damage if you get caught in its lightning blasts. The safest way to kill it is to wait up in the ducts until it comes out, then rush down and get behind it. Once you weaken it enough you will be able to get to the beacon in the room at the end of the hall.

## E

Use this transpulse to bounce your shots.

## B



## B



These are almost the only power-ups in this level.

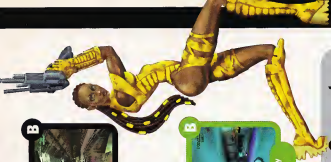
## General Strategies

- Take it slow. If the level isn't timed it is only beneficial to take it nice and easy.
- You can sometimes shoot through corners. This can be helpful when enemies are short, but sometimes they can shoot through too.
- Use your lasers to illuminate dark tunnels.
- Always move. If you aren't moving then you are dead.

## D



## C



**Trickman Terry goes into rebellion**

Well, the Trickman hasn't been a happy camper lately. With all the things breaking around the house, and the tricks piling up, Terry has gone into a mad state of rebellion. Not only that, but to add to his frustration, the Tricks section has gotten smaller this month to make room for Ez previewed. His co-workers and bosses have tried to calm him down to the point of sanity by promising him that the Tricks of the Trade section will go back to its normal size next month, but we're not sure if the Trickmeister's disappointments will keep him from losing his mind much longer. Trying out new tricks might keep him at bay until next month, but only you can help this happen! Send in your best stuff to:

Tricks of the Trade  
 1920 Highland Avenue, #222  
 Lombard, IL 60148  
 or send e-mail to:  
 tricks@tdz.com



## Trick of the Month Deathtrap Dungeon

LEVEL SELECT



From the Main Menu Screen, press the trick and then go to "Load Game."

On the Main Menu with the three skulls, press L1, R1, Triangle, Triangle, Square, Circle, R1, L1. You will hear a sound to confirm that it worked. Now choose the "Load Game" skull and the next screen will show all the levels listed. Choose any one of these level names to be warped there.

Patrick Tan  
 Pocatello, ID



On the Load Game Screen, all of the levels will be available to you!



Your starting level will now be the one you choose, even the last level!

## Mortal Kombat 4

CHEATS MENU AND SECRET CHARACTERS



**Cheats Menu** - From the Main Menu, access the Options. In the Options Screen, highlight the "Continues 3" option. Then hold the Block+Run buttons at the same time for about 30 seconds, or until a secret menu appears. Once you see the secret "Cheats" Menu, you will be able to turn on and off endings, fatalities and level fatalities!



On the Main Menu Screen, highlight and choose the "Options."



In Options, highlight "Continues 3" and hold Block+Run for 30 seconds!

**Secret Characters** - The next tricks will let you access the hidden Goro and Noob Saibot! Goro: On the Fighter Select

Screen, highlight and select the "Hidden" button on the bottom of the screen. Then move Up three times and Left once (highlighting Shinnok). Then press Run+Block simultaneously. When you go to the first round of the fight, you will be playing as Goro! Noob Saibot: On the Fighter Select Screen, highlight and select the "Hidden" button on the bottom of the screen. Then move Up two times and Left once (highlighting Reiko). Then press Run+Block simultaneously. When you go to the first round of the fight, you will be playing as Noob Saibot!

(Note: This trick was done on a preproduction version of the game and is subject to change.)

Jeff Greeson  
 Dallas, TX



The "Cheats" Menu will appear and you can turn on and off options.



On the Fighter Select Screen, highlight "Hidden" and do the code.



Press the correct buttons on Shinnok, and you'll be fighting as Goro!



Noob Saibot is a playable character by pressing the correct buttons on Reiko!

## Win Games and Accessories for Your Tricks!



If your tricks selected as the Trick of the Month, you will win a free GameStop provided by the kind people at Internet. If you are interested for submitting a trick in this section, you will be a

For more info, go to the link below, so you can get all the details on the link itself.  
**NOTE:** If you send your trick by e-mail, please include your real name, address, city, state and zip code.

EGM  
 144

Submit your trick to: tricks@tdz.com. We will select the best trick and award you a prize. The prize will be a GameStop gift certificate for \$25.00. We will also feature your trick in the next issue of the magazine. We will also feature your trick in the next issue of the magazine. We will also feature your trick in the next issue of the magazine.

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fresh  
grade

## Aristo tries to succeed with a simple plan: a Global Party

"Aristo International designs and develops location-based, pay-per-play, street games and products."

fun has been lost as of late in the arcade industry.

According to Dave Albert, vice president of Aristo:

"Aristo is about bringing people together. Too many people are sitting at home on the net playing for more!

several products coming. Besides upcoming football and hockey games, there is a tabletop version of "Pong," with up to eight players (called TeamNet, picture below). They also plan to launch Playnet for music and TouchNet which through ISDN lines will support 1 million polygons, where the Cobra is just being learned to program on and it reaches more than 1 million—first try!

# RETROMAGS

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learned the high-speed polygonal feel of the car is not 100 percent, but these companies are nowhere near as established as Sega and Namco in the driving field. Perhaps this is a trend starting; the big guys lead the way and others will follow (ahem, Street Fighter).



At least bought the equipment from a company that knew how). At the AMOA, there were a plethora of driving sims, most of which were mentioned earlier: Cruis'n The World, San Francisco Rush and more. Sega's newest installment was called Sega's Touring Car. A strange game in a few ways; First, it feels quite a bit like Sega

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Cruis'n the World



# SPEED UP

### Cobra Performance:

1 to 5 million polygon/sec  
50 to 250 million pixels/sec

### Resolution:

640 x 400 to 1,280 x 1,024 pixels  
144 Bits/pixel frame buffer  
256 level alpha blending

### Shading:

Subpixel sampling antialiasing  
Flat shading  
 Gouraud shading

### Lighting:

Linear fog  
Exponential Fog



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# The Final Word

by Dan "Shoe" Hsu  
dan\_hsu@zd.com



## The Lighter Side of E3

**E**3. We gave you all the straight news and previews you'd ever want from the mother of gaming trade shows, but I'm here for another purpose. I'm here to present a few light-hearted and unorthodox awards for some of the other "stuff" that went on at the convention.

Let's start with the obvious. What was the **Worst Game of E3?** While we realize it's an unfinished product, Robotech's *Crystal Dreams* (N64, developed by GameTek to be published by Capcom) was the game that will haunt our memories of going down to Atlanta for years to come. The game looked mindless and pointless and worse than a first-generation game. We can't spare too many details right now, but unless the game gets some major overhauls real soon, Robotech fans will be in for a major letdown.

On a positive note for Capcom, the company wins the **Best Tournament of E3** award. On the second day of the show, Capcom unveiled *Street Fighter EX 2* to a large and excited crowd. Dozens of players from the gaming press competed to claim the ugly but coveted Ilyu trophy. I was the only one to win it up (I'm not sure if you're a fan of the "SUSH-K" when you seed him?), and I

won the first round pretty soundly. The second round didn't go as smoothly...

The **Best Party** award goes to Sony Computer Entertainment America. Fireworks. Open bars. Food. Pool tables. Dance floor (with awesome music). Video games. *Foo Fighters*. A million people. SCEA even had a giant, seemingly 50-foot tall Jumbotron monitor for people to play *Gran Turismo*... from across the street!

On the other hand, the **Biggest Party Foul** award goes to Eidos Interactive. Two years in a row now, they have run out of booze. This year, they even ran out of cups! Now we realize that the party has to end at some point, but so gum. Is kind of early, don't you think? Otherwise, the party rocked.

Sega has by far, the **Most Exciting Press Conference**. We got treated to a live on-stage Kevin Nealon Weekend Update, complete with typical Weekend Update political jokes and Sega cracks (it's good to see the company can make fun of itself). Too bad Sega's bar threw people out so early. Finally, we have the **Hottest Babes of E3**. Our favorite twins in the world, Jessica and Stephanie White, greeted tired showgoers at Crystal Dynamics' meeting room. "Hi! Are you here to take the top of our laptop of John Bond. Reaver?" Sure... whatever you say!



Capcom sure knows how to put on a show. Here's the stage where the *Street Fighter EX 2* (arcade machine) tournament was held.



The Crystal Dynamics team (behind the camera) were chuckling as they watched me scam free smooches out of the twins for this photo.

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# Next Month



Football simulation season finally kicks off next month with a review of EA's NCAA Football 98.



F-Zero X is near completion, and we'll take another look at this exciting game.

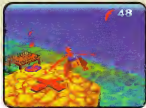
It's not normal procedure to talk about future posters in Next Month, but given our affection for this month's mosaic Lara cover, we felt we had no other choice than to run it as a poster in the next EGM. Be sure to pick it up!

But onward to the games. We'll continue to preview the mass of

titles still spilling over from E3, and we'll do another in-depth look at F-Zero X, along with previews of Quake 2 and Fifth Element. Also, finished games are already piling up at EGM, so you can look forward to reviews of Banjo-Kazooie, Body Harvest, NCAA Football 98, Pocket Fighter and Kartia.

# ELECTRONIC GAMING MONTHLY

## September 1998



Banjo-Kazooie is being touted as the best 3-D platformer since Mario 64. Find out if it really lives up to such lofty expectations.

# EXPERT GAMER



## August 1998

XG's Banjo-Kazooie guide picks up where we left off with huge maps and a helpful walk-through to get you through the next levels.



XG's guide on Mission: Impossible will take you through each of the difficulty settings.



Our Vigilante 8 strategy will pinpoint each pesky power-up's location.

The more things change, the more things stay the same. Expert Gamer still has cool codes and in-depth strategies, but now we have stuffed in even more helpful facts to get you through today's hottest and most difficult games!

In issue #48, the Banjo-Kazooie guide barely touched the tip of the

iceberg. This issue XG totally blows out the game with detailed maps and a gigantic walk-through. We'll also have guides for Mission: Impossible and Vigilante 8.

Don't forget to check out the 50 Most Memorable Game Secrets feature. Plus, take the quiz to find out if you qualify as an expert gamer!



Blast aliens throughout history in Duke Nukem: Time to Kill!



Explore your feelings with the sequel to Oddworld: Abe's Oddysee

Now that E3 has had its way with us, we have tons of new info on dozens of heretofore unseen (or at least barely seen) titles. Among them, check out Twisted Metal 3, Tomb Raider 3, NFL Blitz, Tomorrow Never Dies, Oddworld: Abe's Exoddus and Duke Nukem: Time to Kill. But aside from our

feature on the E3 aftermath, don't miss our explosive cover story on Konami's amazing action/strategy adventure Metal Gear Solid—which, incidentally, you'll also find on this month's demo disc, along with a fully playable demo of a snappy little fighting game called Tekken 3. Don't miss it!

# Official U.S. PlayStation Magazine

## August 1998

Metal Gear Solid: Is it a strategy game? Is it a movie? Find out in our extensive cover-story preview.



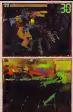




# DEEP FEAR

Coming In July

This spine-chilling atmospheric survival game is probably going to be the most scary 3D hit game for Saturn. So, get ready to scream for help under a full moon! Coming this summer for the Sega Saturn.



# Dracula X

This wonderfully developed side-scrolling game has been much anticipated for the Saturn. It will feature a new character, as well as a few 3D tracks thrown in for good measure. Gameplay is made more exciting by the addition of two new wings. Dracula's castle, the "Underground Cavern" and the "Possession Plant Hedge." This is a game that will fully take advantage of the Saturn's 3D capabilities. For the Sega Saturn.

# ROCKET FIGHTER

Rocket Fighter is an entertaining fighter featuring those funny 1950s "Puzzle Fighter" characters in battle against each other, where they kick, punch, and morph their way through floating characters from Street Fighter and Night Warriors. For the Sega Saturn.



# GHOSTS 'N GOBLINS SUPER GOHLS 'N GHOSTS

Capcom Generation brings back from the grave, two of the hottest classic games Ghost 'N Goblins and Super Ghouls 'N Ghosts. Amazing gameplay and challenging levels. For the Sega Saturn.



# ST-KEY

for Sega Saturn



# REPLAY-PRO

For Sega Saturn



The Replay Pro is an adapter to play imported games with a 4 meg ram card, a backup memory card. Never will you need to swap cartridges and can call again when you play your imported Saturn games. Ideal for games like "X-Men vs. Street Fighter, Vampire Savior and King of Fighters '97."

An adapter that plugs into the cartridge port to allow the Saturn to play imported software ideal for Japanese and European games (Converter does not translate the lang)

# 1942 & 1943



This is a Capcom Generation, a classic game series, which features the two hot arcade shooters, 1942 & 1943. This shooter will give you hours of classic air combat. For the Sega Saturn.



# Dragon Ball Z Legend



A fighting game that features the most popular animated character "to the World". The game features 30 playable fighters with 2D animated characters.

# All Japan Pro-Wrestling



A great wrestling game by the makers of King of Fighters series. The game features some of Japan's best Pro-Wrestlers battling out in the awesome 3D wrestling game.



# X-Men vs. Street Fighter Faster & Better Than PSX Version!



Comes have been asking about this game. It's finally available and with the 4 meg ram card, it's a dream come true. Just like the arcade.



Vampire Savior is almost identical to the arcade game. The Saturn, in conjunction with the four meg card, have effectively become a CPS2 board, which instantly speeds the game loading time. Four new characters have been added since King of Fighters, and they are full of moves, special moves and all manners of Capcom style quirkiness.

# THE KING OF FIGHTERS '97



The newest installment in the popular fighting series. World class fighters pitted against each other in this explosive fighting game.

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## PLAYSTATION IMPORT PICKS OF THE MONTH

**KING OF FIGHTERS '97**

**NEW JAPAN PRO-WRESTLING 3**

**DRAGON BALL Z LEGEND**

**BUSHIDO BLADE 2**

**CYBERBOTS**

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